

The only official game guide published by Nintendo with maps for the most popular hits ever!

DARK NINJA

1-Up



DO NOT

RESERVED PARKING



WARP ZONE AHEAD



RESERVE PARKING

NO PIZZA ZONE



DUCK CROSSING

DARK NINJA

YO-YO



DETOUR

1-Up



WARP ZONE AHEAD



NO PIZZA ZONE

DO NOT



DUCK CR

ATTACK

YO-YO

1-Up

DO NOT

ATTACK

DUCK CROSSING

DARK NINJA

STOM

RESERVED PARKING



DETOUR



NES GAME ATLAS

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ROAD MAPS TO NES SUCCESS

Journeying through the universe of game worlds for the Nintendo Entertainment System can be a monumental task, but it can be made a little easier with some help from the NES Game Atlas.

In the following pages you will find every inch of the hottest game series mapped out, labeled and detailed with tips and strategies. You'll see what routes lead to treasure and danger. When there's a choice of direction to take, you can make an informed decision. Maybe your character is running out of energy; take a look at the map for the closest refill. Of course, every game map offers different benefits. In an adventure like *The Legend of Zelda* you'll learn where to burn trees and collect Hearts. In action games such as *Mega Man* you'll see how far it is to the end of the stage. Some maps reveal mazes and towns while others help lead you through a complex story. And the maps are as varied as the different games themselves, from sprawling overhead views of complete worlds to linear maps that uncover where the baddest bosses are lurking ahead.

If you've ever drawn your own game maps, you know how important it is to be accurate. You also know how hard it can be, and how much time it takes, and that's just using paper and pencil. Most of the maps in the NES Game Atlas are created by fitting hundreds of screen shots together with intricate precision, a process that takes weeks of painstaking work. Other maps are illustrated, and that takes even more work, because the artist has to draw every element in the game and then triple check to make sure nothing is left out. With help like this, you'll never get lost.

The games chosen for the first Player's Guide series book are the most popular in history. Together they have sold more than 50 million copies! Many of these maps were reviewed in *Nintendo Power*, but now, for the first time, the entire games are shown from start to finish. That's powerful coverage you can't get anywhere else. This book is just one in a series of in-depth guides on the hottest video games, brought to you by the same pros who create *Nintendo Power*.

**LOOK FOR MORE NINTENDO PLAYER'S GUIDES
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS**



PLAYER'S GUIDE



MARIO MANIA!

Super Mario Bros.

6

Super Mario Bros. 2

14

Super Mario Bros. 3

30

Mario Means Nintendo!

From his early days as a monkey-taming carpenter in Donkey Kong to his super stardom as a high-flying raccoon in Super Mario Bros. 3, Mario sure has come a long way. After starring in the Donkey Kong series and Mario Bros. in the arcades, he took the home video game world by storm when he appeared in the most popular Nintendo Entertainment System game ever—the original Super Mario Bros.

Even if Super Mario Bros. hadn't come with a majority of the systems sold, it would still have

become a classic. The original Super Mario Bros. introduced a whole genre of adventure titles with its great play control, whimsical setting (the now famous Mushroom Kingdom) and many secrets. Video maps like the ones you'll find in this book are especially valuable in finding the hidden worlds and stashed items in all the Super Mario games. Because the original has been around for so long, many of its tricks (such as pressing Start and the A Button to continue) are well known.

Super Mario Bros. 2 continued the Brother's super tradition with an entirely new world to explore—the Land Of Dreams. This time Mario and Luigi were joined in their adventures by their friends Toad and Princess Toadstool. Each of the four characters gave players different play control options; for

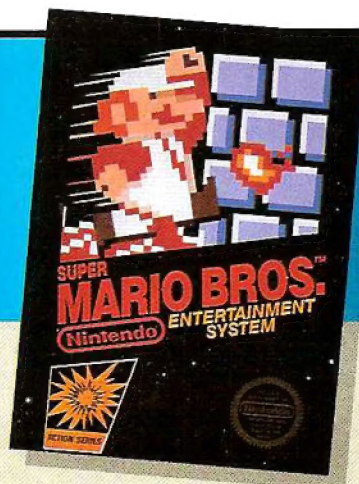
example, Luigi could jump high and the Princess could float for a short distance. Many of the bad guys in SMB 2, such as Wart, Shyguy and Birdo, have become as popular as the Goombas and Koopas of the original SMB.



The pinnacle of Mario's games thus far is Super Mario Bros. 3. Even more worlds, more secrets and more fun await you in this adventure. Mario's new super suits—Tanooki, Frog and Hammer Bros., all give you that extra edge against Bowser and his brat pack of Koopalings. Through rolling hills and icy chills, in the air

and under the earth, players everywhere are making sure Mario and Luigi don't stop until they've saved the Princess once again.

What's next for the Super Mario Bros.? An even more super adventure in Super Mario World, for Nintendo's 16-bit Super NES.



SUPER MARIO BROS.™

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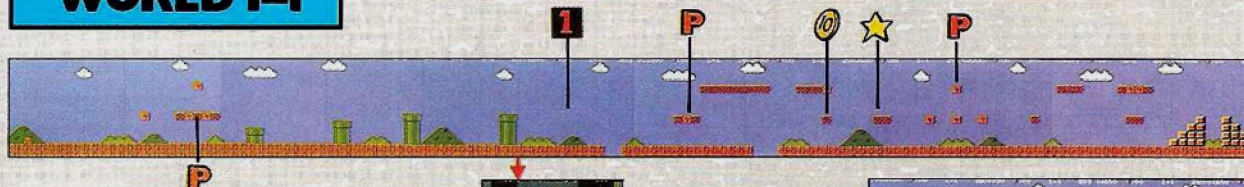


THE KING OF THE NES

Mario and Luigi have a wild adventure ahead as they set out to save Princess Toadstool from the evil Bowser. Hordes of crazy enemies await them!

WORLD 1

WORLD I-1



WORLD I-2



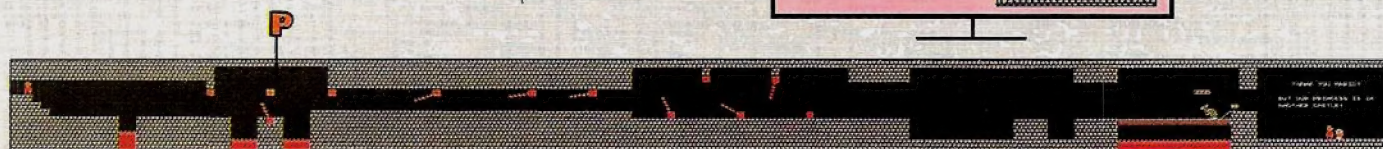
TOP SECRET

Jump up on the platform. Scoot across the ceiling and warp to Worlds 4, 3, or 2.

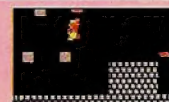
WORLD I-3

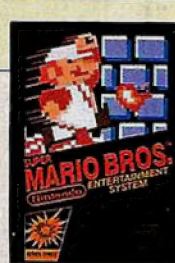


WORLD I-4



A Bonanza Of Six Hidden Coins For Your Stash!

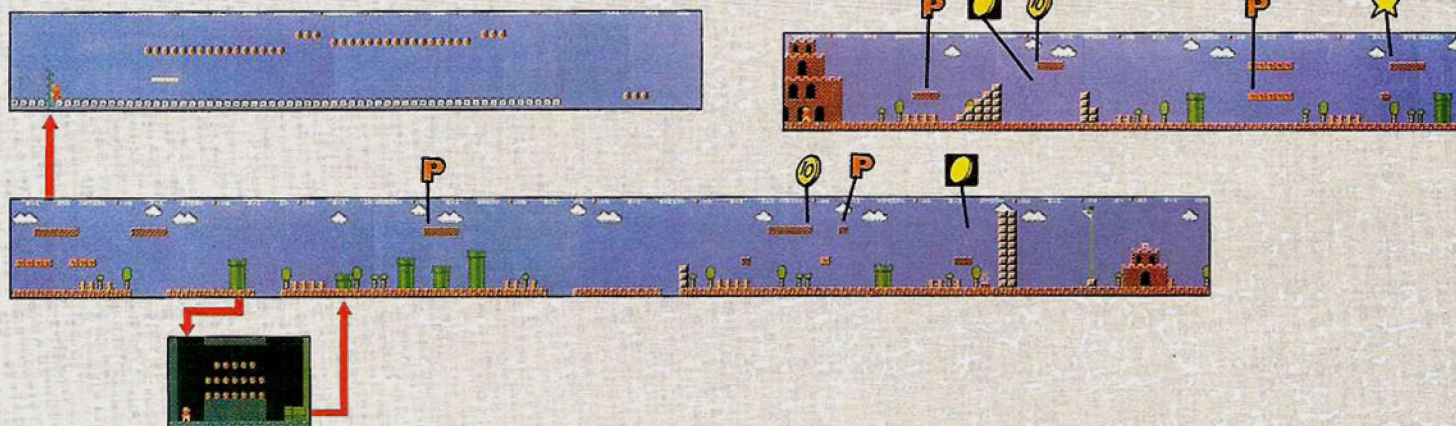




MAP SYMBOL KEY					
	Power-Up Item		Ten Coins		Hidden 1-Up
	1-Up		Invincible Mario		Hidden Coin

WORLD 2

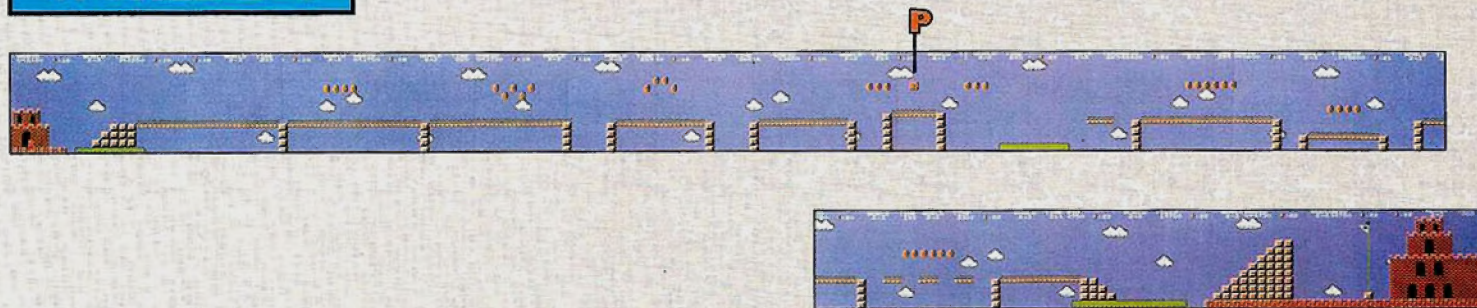
WORLD 2-1



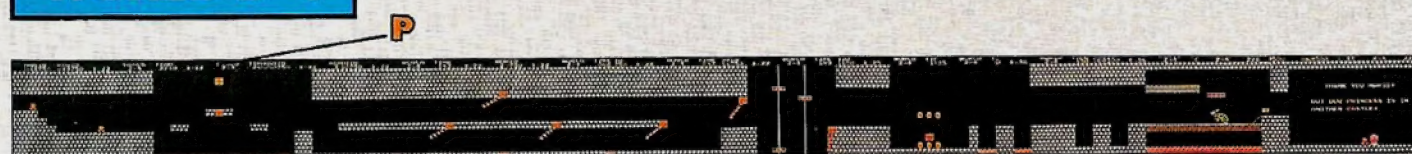
WORLD 2-2



WORLD 2-3

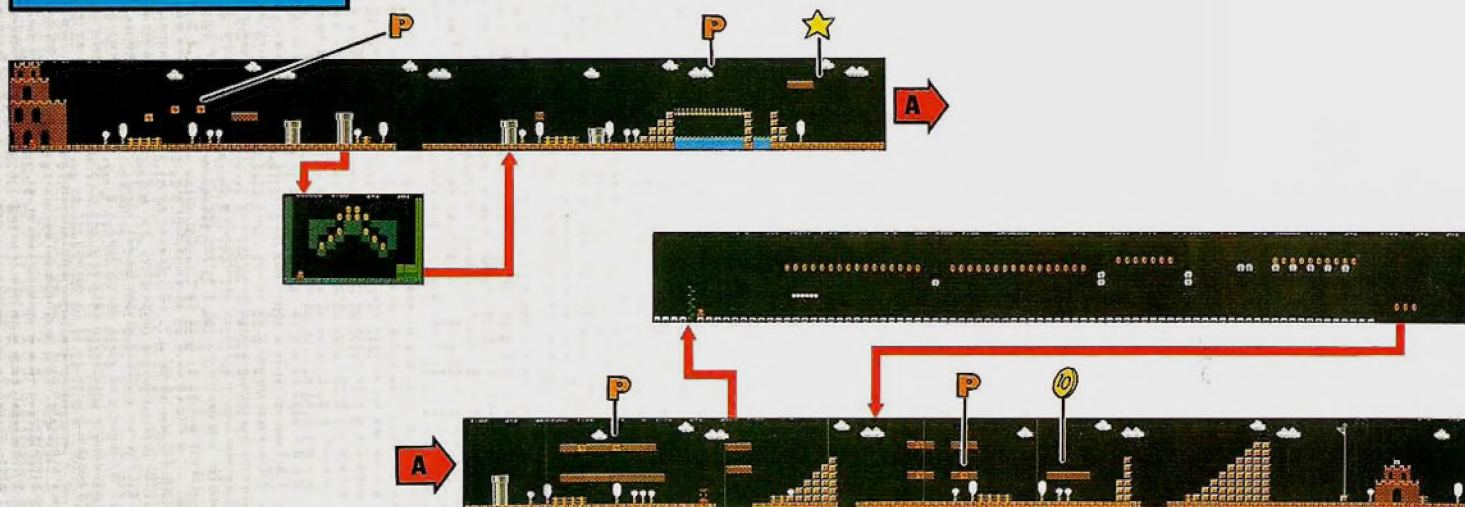


WORLD 2-4

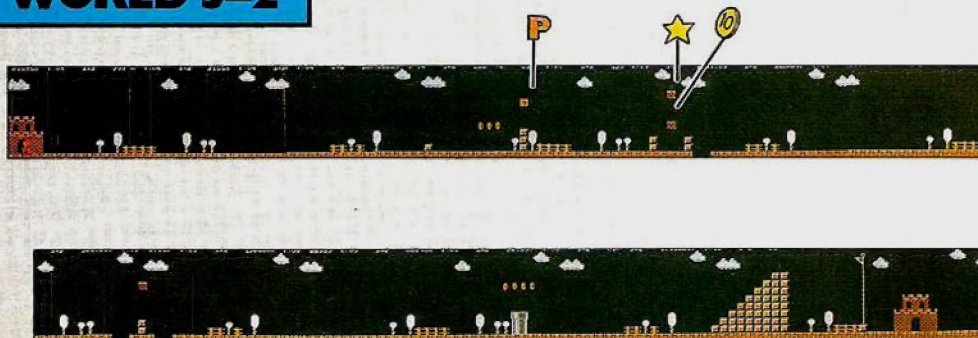


WORLD 3

WORLD 3-1



WORLD 3-2



BOOT KICK THE TURTLE FOR A 1-UP

Jump on the turtle to make it tuck in its head and legs. Kick it to bowl over all the bad guys. They'll fall like bowling pins, and you'll get a 1-Up. Way to go!



WORLD 3-3

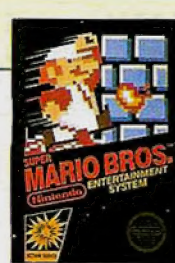


NEED A LIFT?

There are all kinds here. Platforms that go left and right. Platforms that go up and down. And tricky platforms that are balanced like pulleys. When you hop on, they go down, so you need to keep moving and hop off before you're sunk!

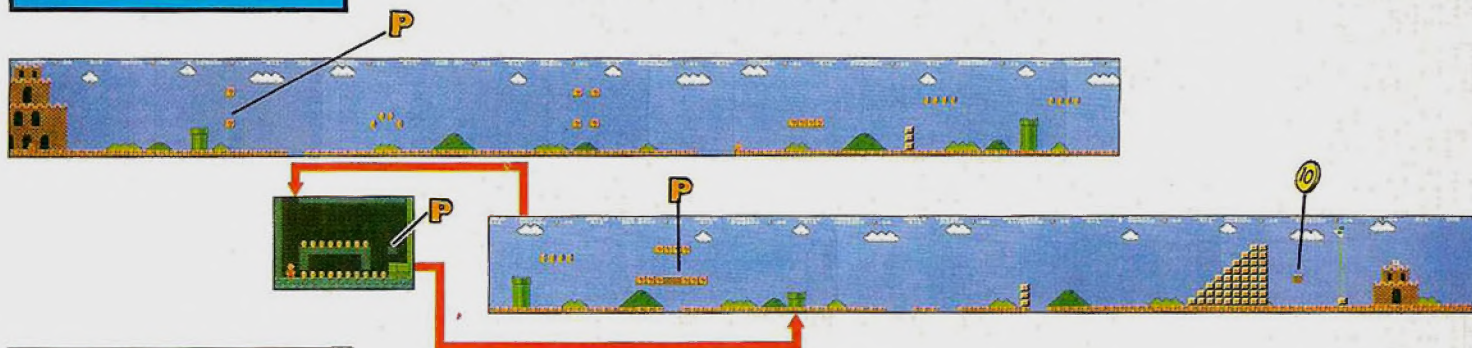
WORLD 3-4



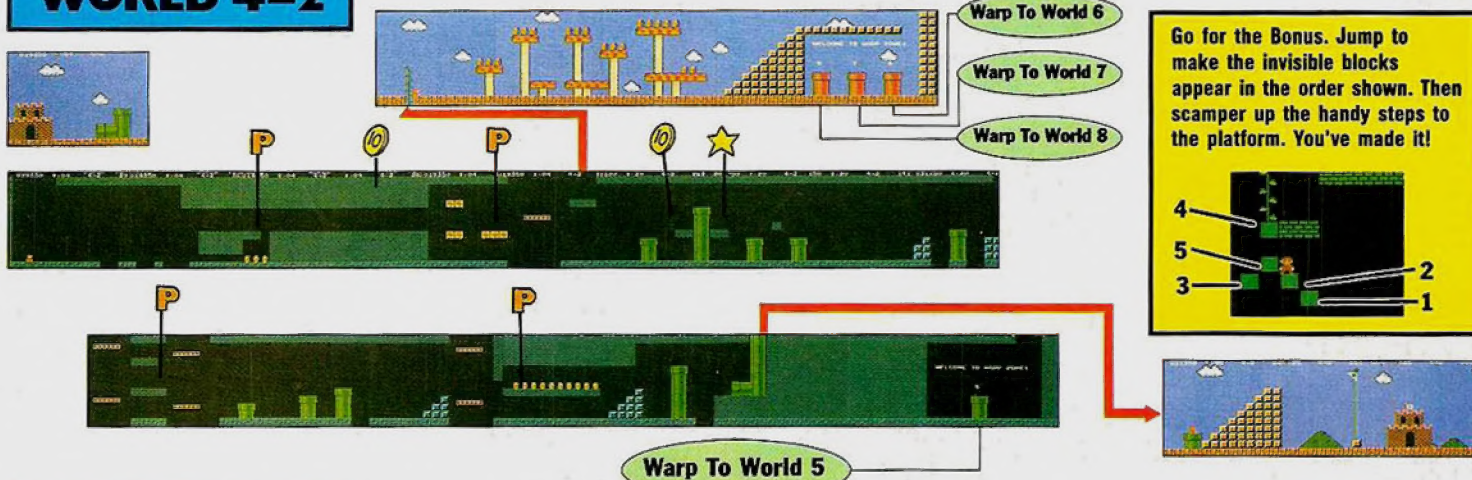


WORLD 4

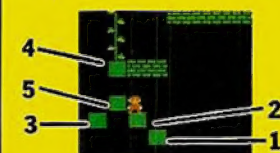
WORLD 4-1



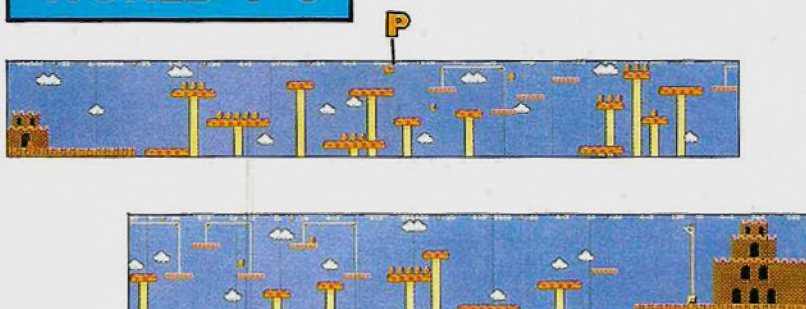
WORLD 4-2



Go for the Bonus. Jump to make the invisible blocks appear in the order shown. Then scamper up the handy steps to the platform. You've made it!



WORLD 4-3

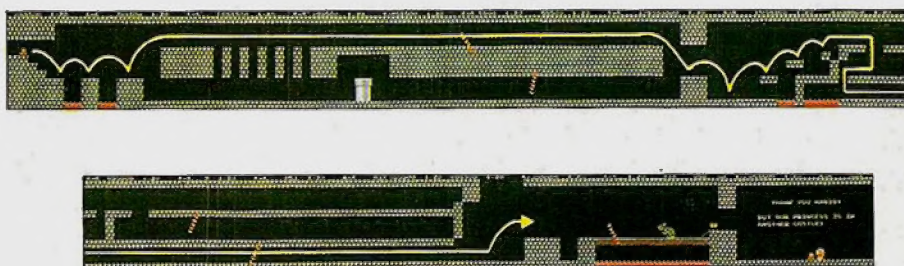


JUMP FOR 1000 POINTS

This takes good timing. Ride the platform so far down that it almost dumps you, but jump just in time to save yourself. Collect 1000 points!



WORLD 4-4

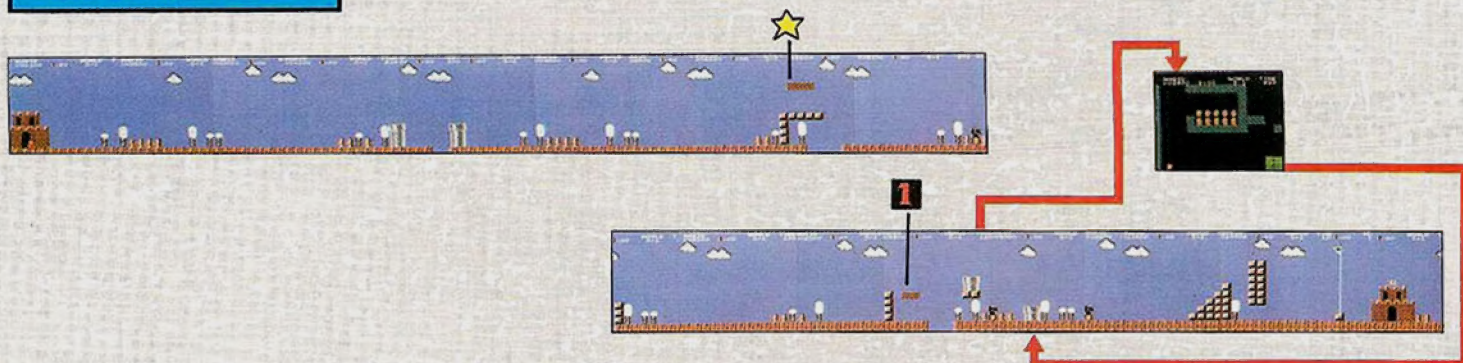


DON'T RUN OUT OF TIME IN THE MAZE

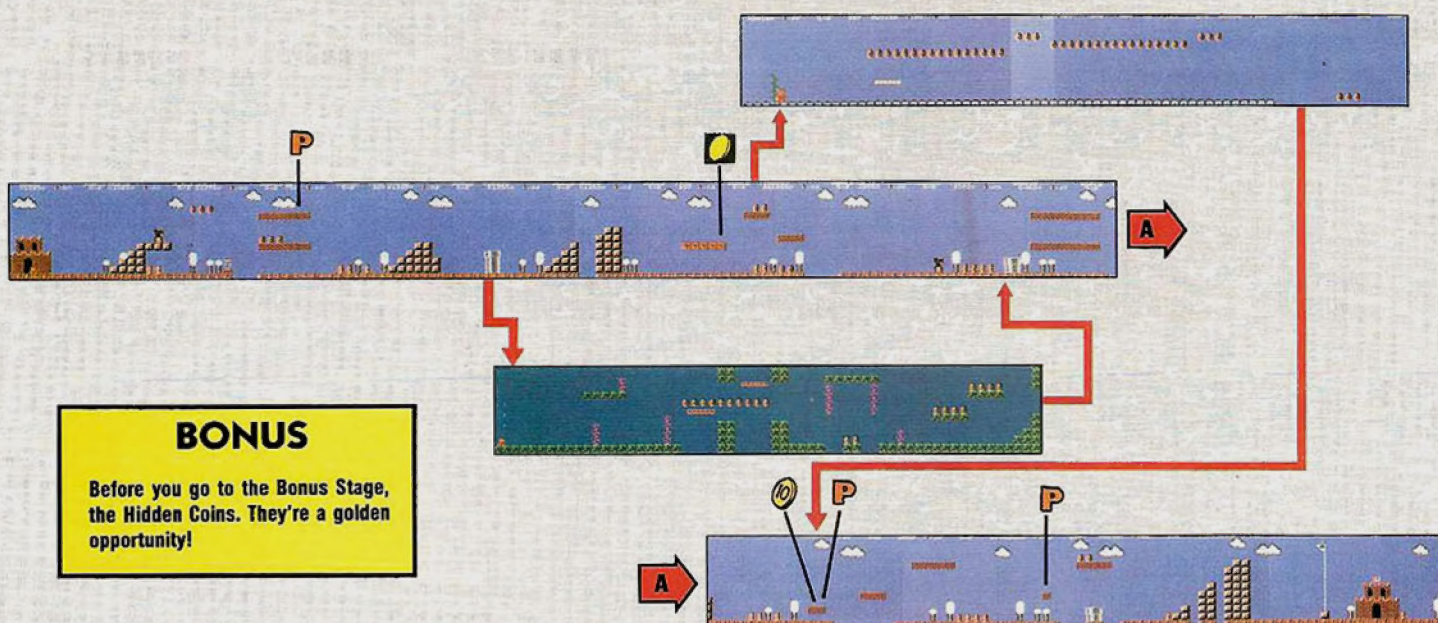
This maze was designed to put the kibosh on your quest to save the Princess. But there is one way to get through. Follow the yellow path indicated on the map. If you're careful, you'll be cool.

WORLD 5

WORLD 5-1



WORLD 5-2



BONUS

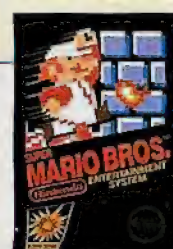
Before you go to the Bonus Stage, the Hidden Coins. They're a golden opportunity!

WORLD 5-3



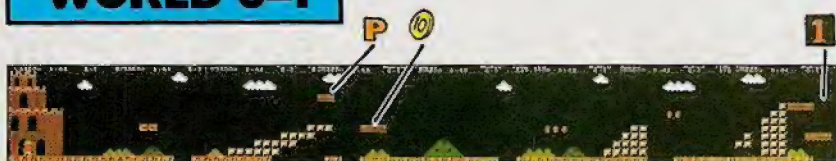
WORLD 5-4





WORLD 6

WORLD 6-1



WORLD 6-2



WORLD 6-3



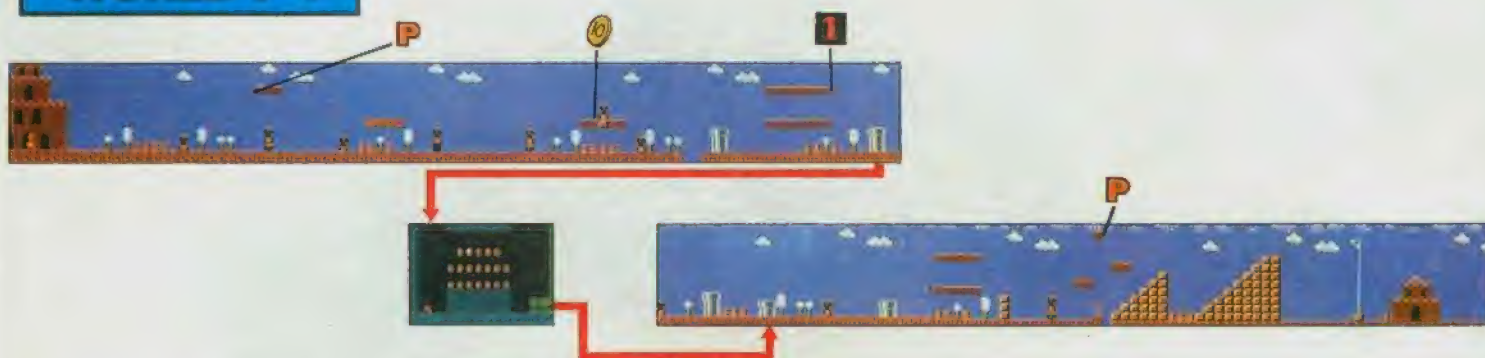
WORLD 6-4

Use the experience you've gained on your journey, and find another six hidden coins as you did in World 1-4.

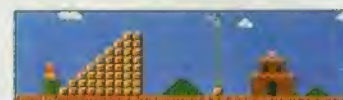
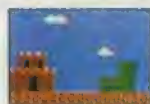


WORLD 7

WORLD 7-1



WORLD 7-2



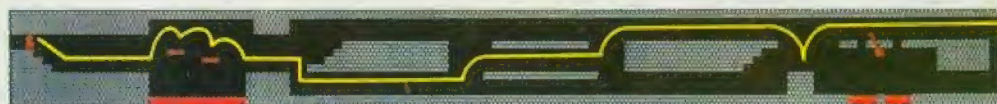
WORLD 7-3



WORLD 7-4

A VERY TRICKY AREA!

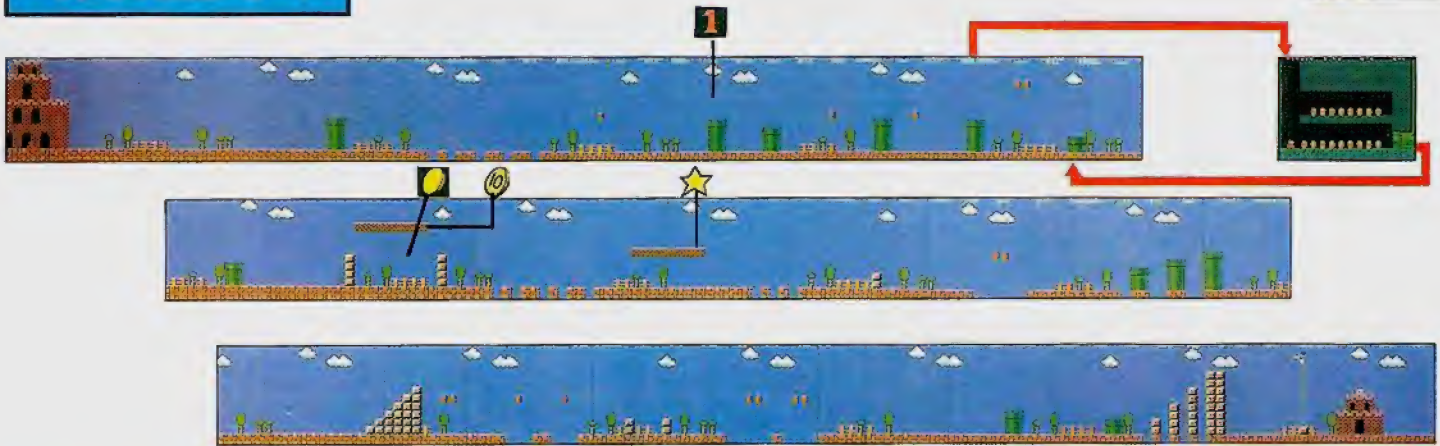
This is like World 4-4 where you need to follow the special route to get through. Bowser was the mastermind of this Maze and his evil henchmen built it just to slow Mario down. Take this carefully marked path to safety, and don't run out of time!



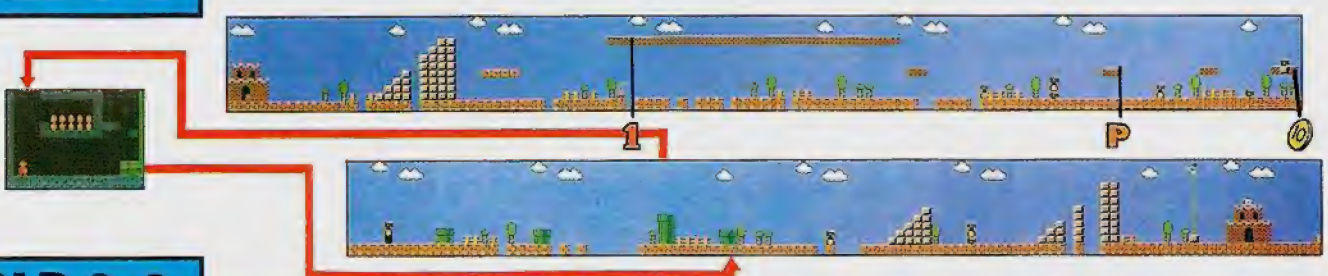


WORLD 8

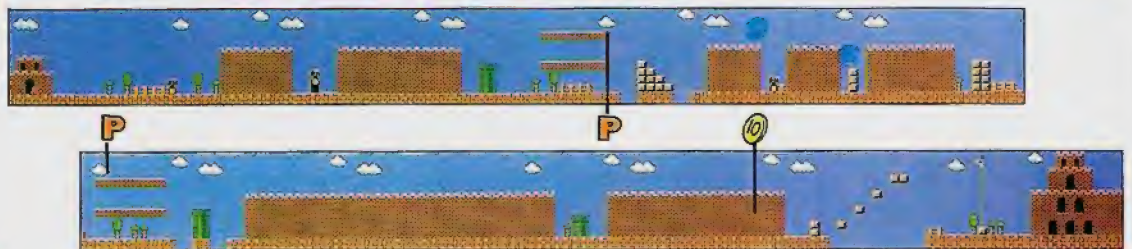
WORLD 8-1



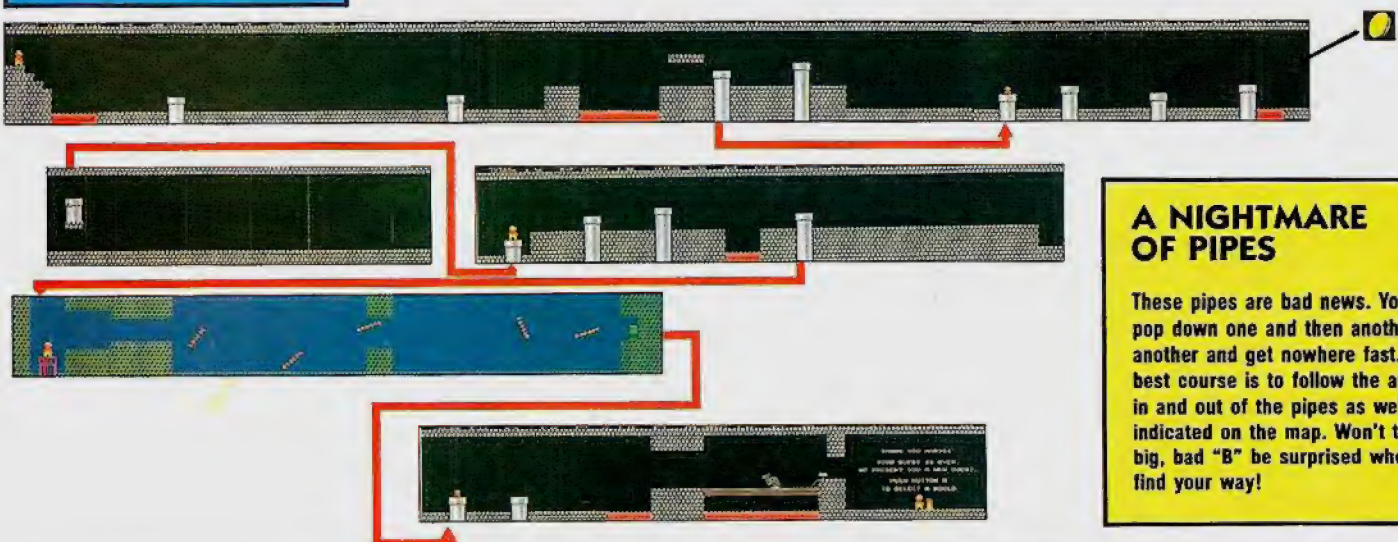
WORLD 8-2



WORLD 8-3



WORLD 8-4



A NIGHTMARE OF PIPES

These pipes are bad news. You can pop down one and then another and another and get nowhere fast. Your best course is to follow the arrows in and out of the pipes as we've indicated on the map. Won't the big, bad "B" be surprised when you find your way!



SUPER MARIO BROS. 2™

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Mario, Luigi, Toad, Princess: Pick Your Adventurer

Mario and his friends are faced with zany challenges in the bizarre dream world of Sub-Con. Ultimately they must tackle the wily Wart!

MAP SYMBOL KEY		Vegetables		Unripened Vegetables		Bomb		Koopa Shell		Potion
		1-Up		Bob-omb		Rocket				

WORLD 1

WORLD 1-I




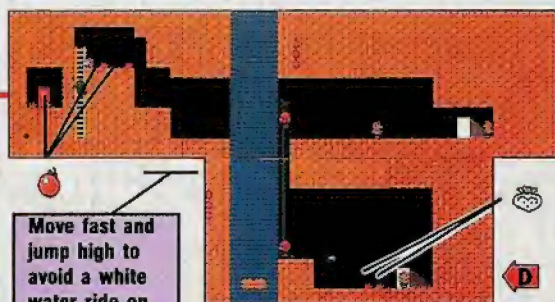
POWER UP

In the first hidden world you enter, there's a Power-Up mushroom to bolster your courage.



Watch out for Hoopster. He can really bug you. But you can also hitch a ride on his head.






Move fast and jump high to avoid a white water ride on the falls. Use the B button to jump.

BEAT BIRDO

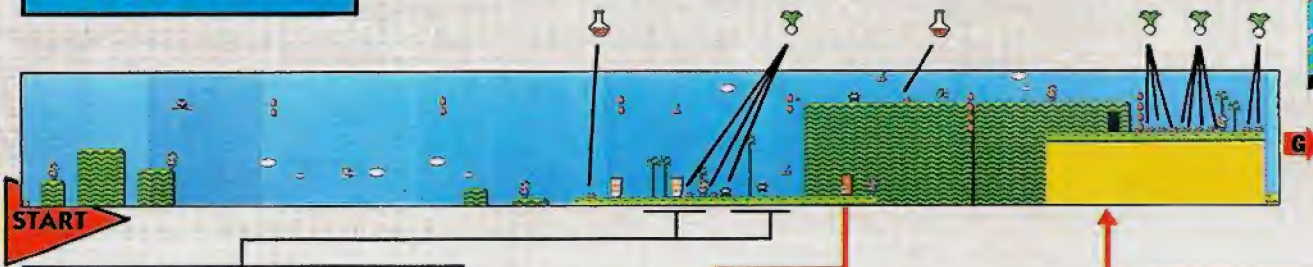
Beat this bad bird at his own game. First, catch the eggs he's heaving at you. Then scoot behind the stone steps for cover and wait for a good shot. Three hits and he's out!







WORLD 1-2

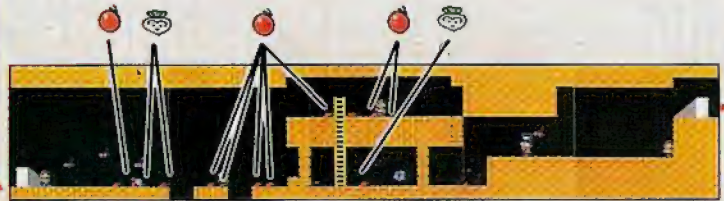


LOOK IN THE JARS

These are no ordinary jars! In the jar on the right there's a key to success. It opens the door to a mushroom—if you use the potion when you enter Sub-Space between the two jars.



Jump on your enemy's head. Pick him up and toss him off the carpet. Then go for a ride.

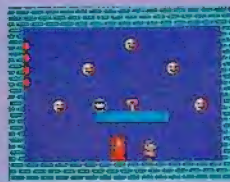


WORLD 1-3



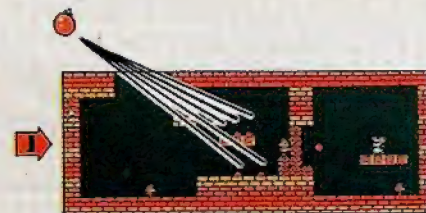
FIRST, GET THE KEY

Scamper up to the top room and grab the all-important key. Now take the same dandy route back down. There's a locked door in the bottom of the room. Check it out!



WARP TO WORLD 4

Take the potion to the end of the world and use it. Then sink into the jar in Sub-Space and warp.





WORLD 2

WORLD 2-1



START

Huh?—all you see here is Snifit and a pile of shells. If you take the shells outside you can use them as weapons!

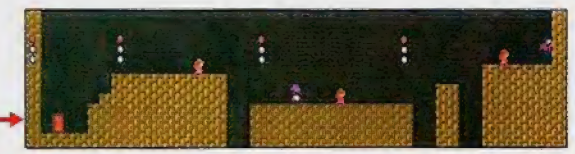


A



WATCH YOUR BACK!

Birdo is back, and boy is he heaving those eggs! Remember lessons learned in the past, and boomerang those eggs right back at him for three hits. Careful! Don't step backwards into the abyss!



WORLD 2-2



START

Two Pansers are waiting to blow you away with flaming breath. Look around the bottom of the steps for something that might cool their jets. Or just run!



C

USE THE MUSHROOM BLOCK

Here's that pesky bird again. This time he's lobbing eggs and fireballs at you. Try dropping three mushroom blocks on his noggin from above. Ouch!



D

E



E

WORLD 2-3



START

G



H



I



J



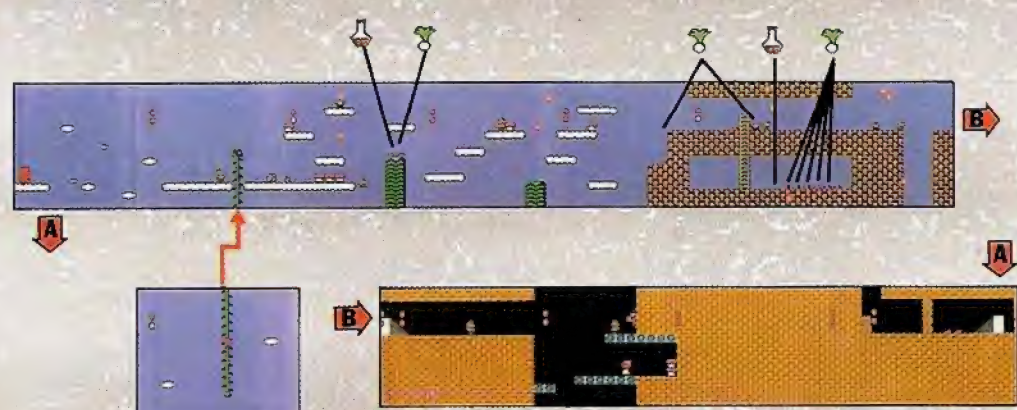
H

H

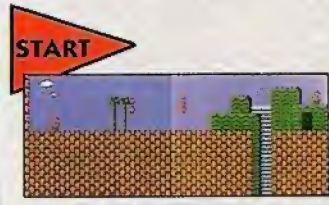


WORLD 3

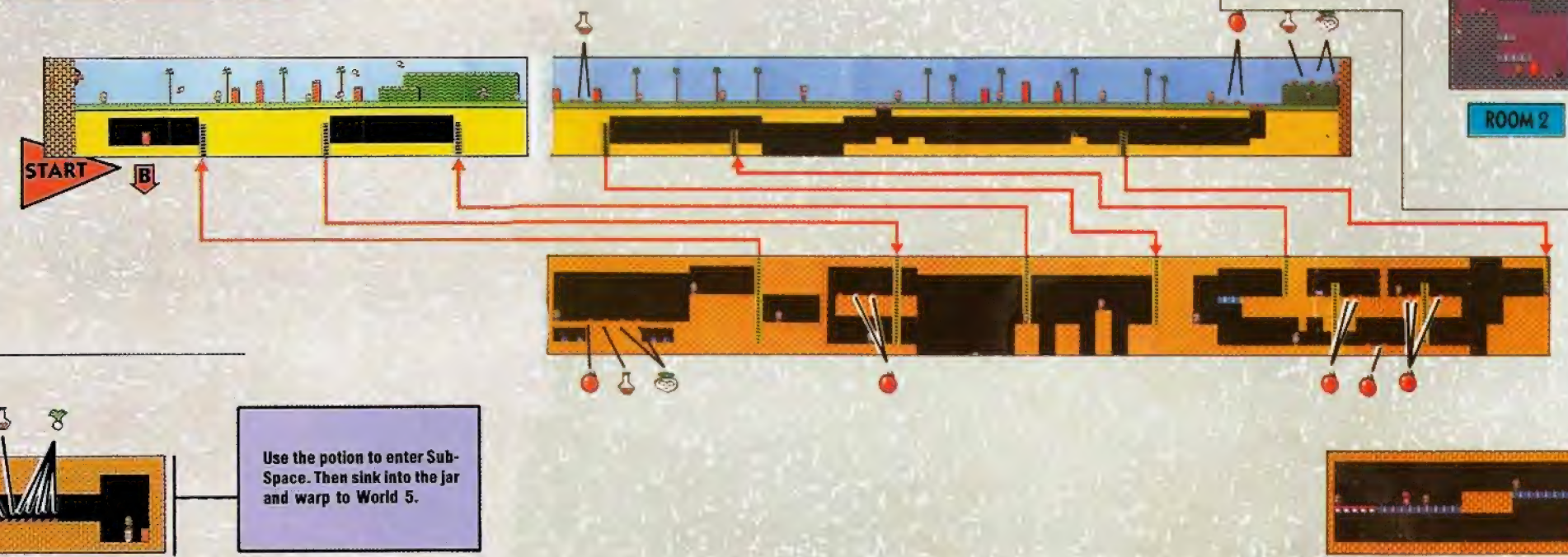
WORLD 3-1



Polish off Pidgit once again. First, jump up onto the flying carpet. Now grab the vine reins firmly and high tail it upwards.

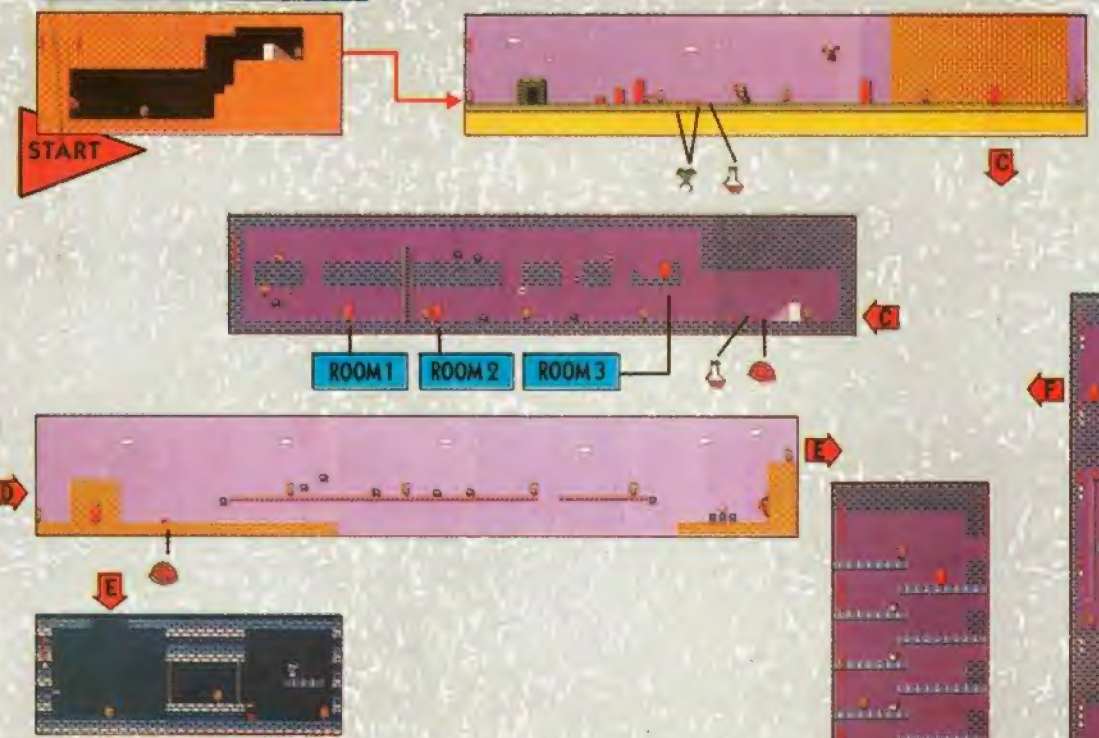


WORLD 3-2

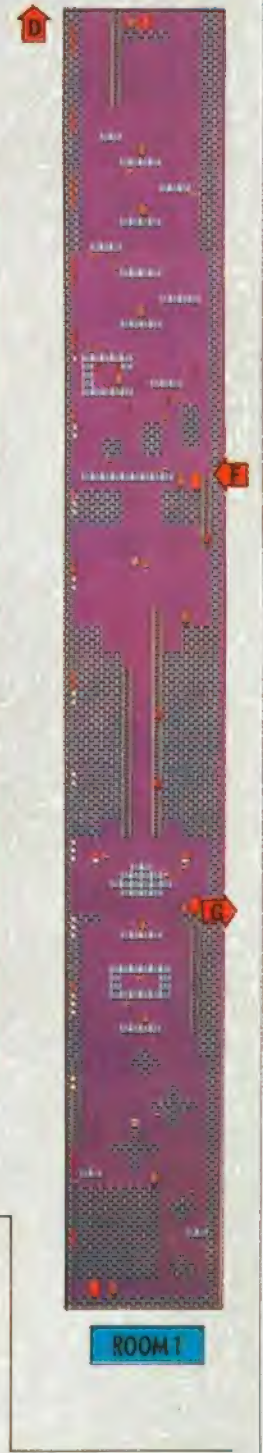


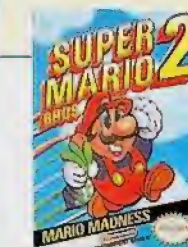
Use the potion to enter Sub-Space. Then sink into the jar and warp to World 5.

WORLD 3-3



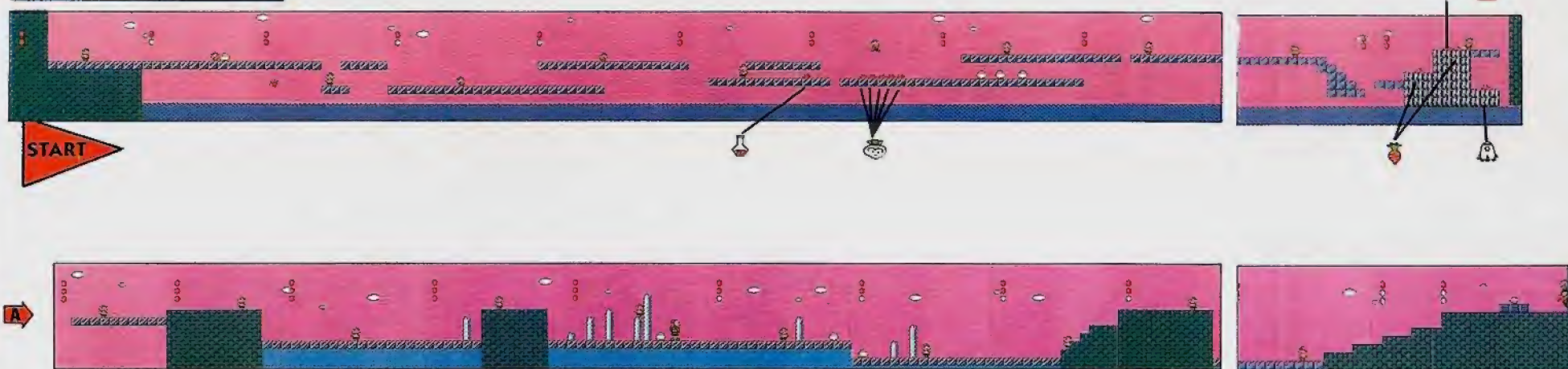
YOUR LAST FACE-OFF IN WORLD 3
The Mouser is back with lots of ratty tricks. Catch him just the way you did in World 1-3. Let him have it with heavy artillery—six bombs will do.



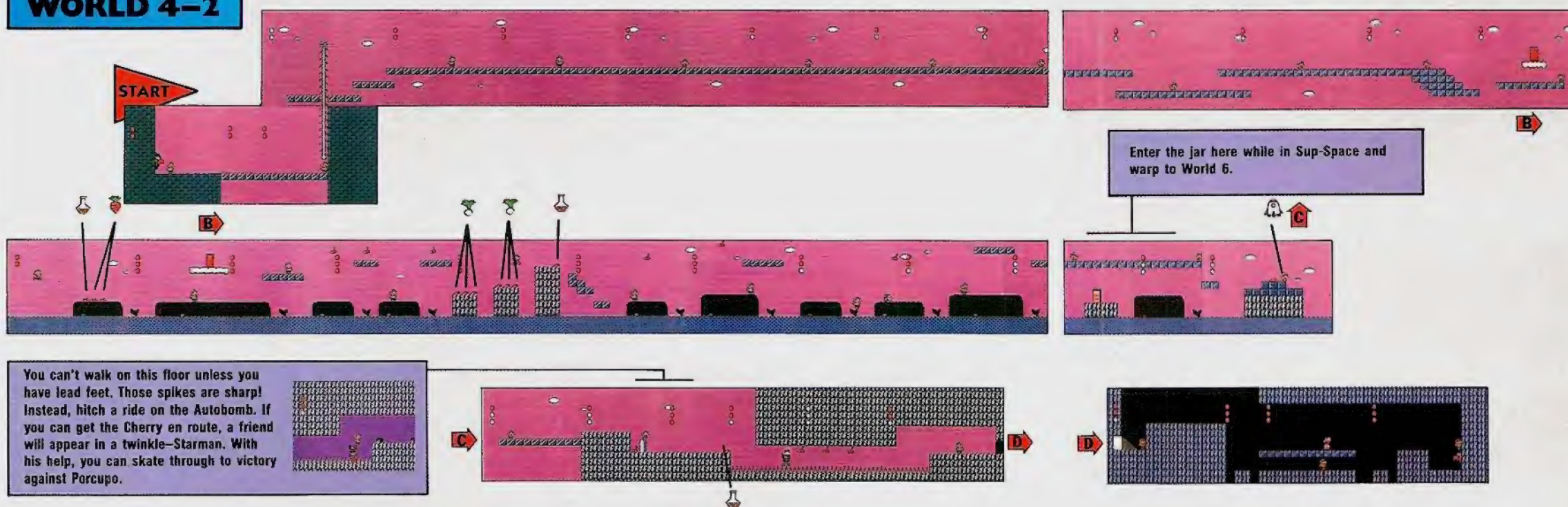


WORLD 4

WORLD 4-1

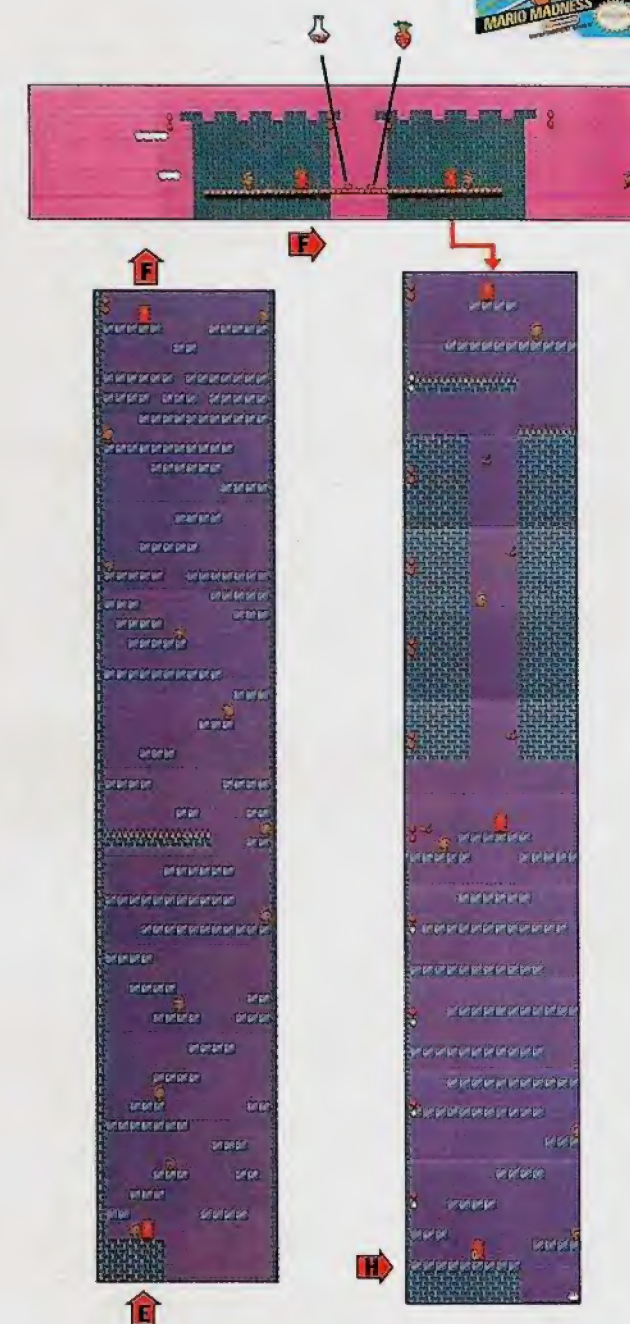
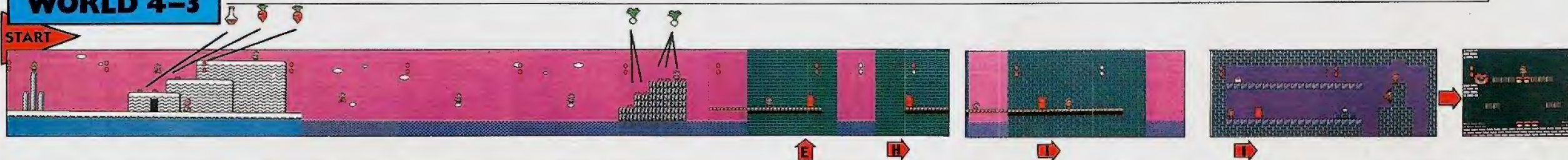


WORLD 4-2



You can't walk on this floor unless you have lead feet. Those spikes are sharp! Instead, hitch a ride on the Autobomb. If you can get the Cherry en route, a friend will appear in a twinkle-Starman. With his help, you can skate through to victory against Porcupo.

WORLD 4-3



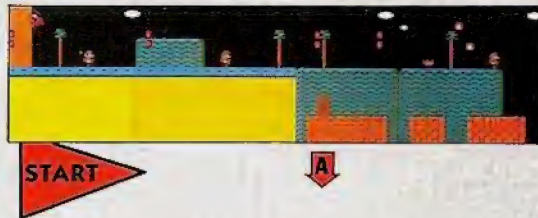
FRYGUY IS ONE TOUGH COOKIE

This firecracker means business. When he spits flames, the best tactic is to attack with mushroom blocks from the upper stairs. He takes the heat and splits into four enemies. "Block" him!



WORLD 5

WORLD 5-1

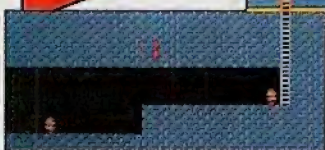


Get the jump on Troutor or you won't make it to the other side. You need to do the head stomp three times in a row. It's tricky and takes practice!

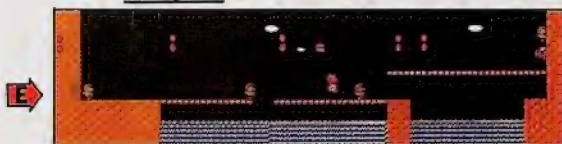


WORLD 5-2

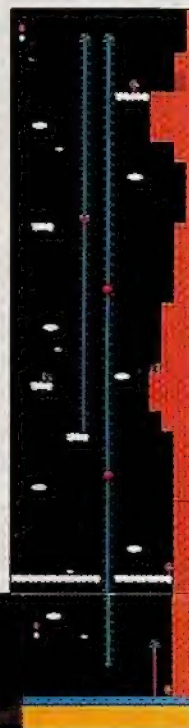
START



Here comes your fine-feathered enemy, Birdo. He hasn't learned any new tricks since your last encounter of the "fowl" kind. Use your tried and true methods of combat. Or try this trick. Throw the Troutor below at Birdo. You may see surprising results when these old buddies run into each other.



D

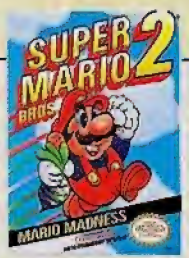


You can really bottom out in this area if you're not careful. Those steel spikes are the real thing. If you slip and start to fall to your doom, quickly press Left and Right on your Control Pad. You won't run into many enemies in this area. It's probably because they all hit the spikes before you got here!



E





WORLD 5-3

Enter Sub-Space with the potion and go into the jar. And warp to World 7!



START



F



F

G



I

L



J

K



I

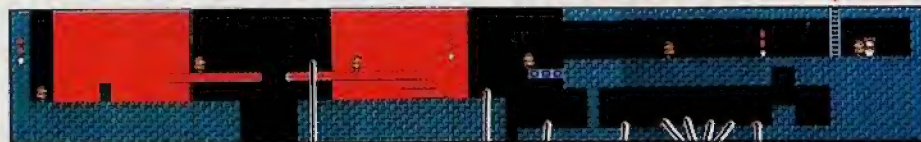
H

FIGHT ROCKS WITH ROCKS

You don't want to get into Claw-grip's clutches under any circumstances! And don't let him hit you with those triangle shaped rocks or you'll be down and out. Throw the rocks right back at him when you see an opening.



K



H

G

WORLD 6

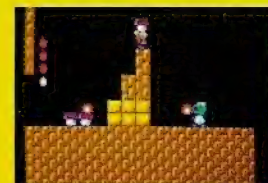
WORLD 6-1



START

HOT BREATH BIRDO

You weakened Birdo in your last encounter! Now he only blows fire. And the flames aren't all that hot. Pluck him out of action with three mushroom blocks.

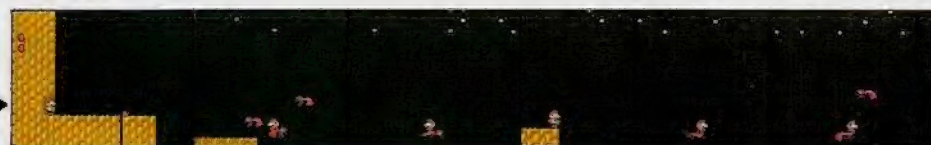


This crazy dream world is full of hidden surprises! To find a key, check out the fifth jar from the right. You won't be disappointed! And hidden in the third jar from the left is a valuable 1-Up.

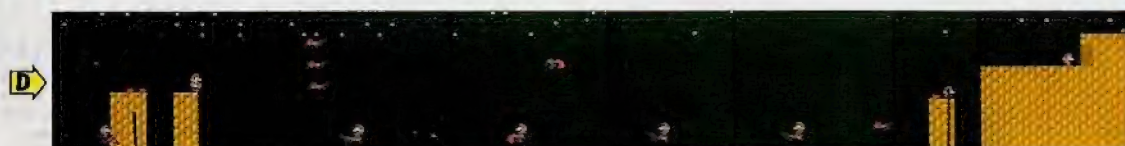
WORLD 6-2



START



D



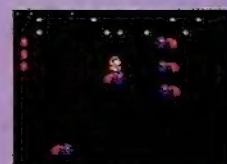
D

E



E

Uh oh! Trouble is flying your way fast. One Albatross is bad news, but three in a row could spell disaster. Those beaks are sharp and the talons accurate. What do you do? Take a flying leap for your life. You have to jump over them because if they hit you, you're out of luck in a big way.





WORLD 6-3

If you enter this door, you'll appear on the cloud to the far right of the map at the bottom of the page.

START

Climb up the vines on your left. If you go to the right where you see the three vines, you'll discover three Hoopsters above you. If you don't want to jump through hoops, go left.



Those Snifits on the clouds are no angels. They are blasting at you with evil intent. Watch the height of their shots. Then get as close as you dare and zip up the vine the second they pass.



Move sideways from vine to vine. Don't hesitate. If you move fast and keep up your momentum, you won't take a tumble. You can make it by pressing Up and Right or Up and Left on the Control Pad.

If you're not confident that you can travel sideways, try holding onto the vines on your right. There is one hitch, however. You'll have to go over three Hoopsters.



Things happen fast in the land of dreams. Here's where you'll end up if you take the shortcut from the start!



WORLD 7

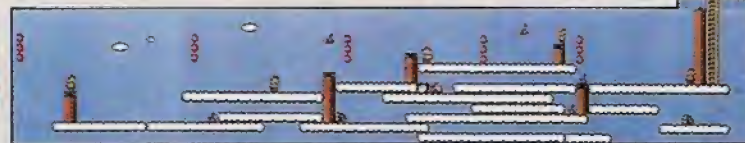
WORLD 7-1



START

PILE UP BLOCKS & JUMP

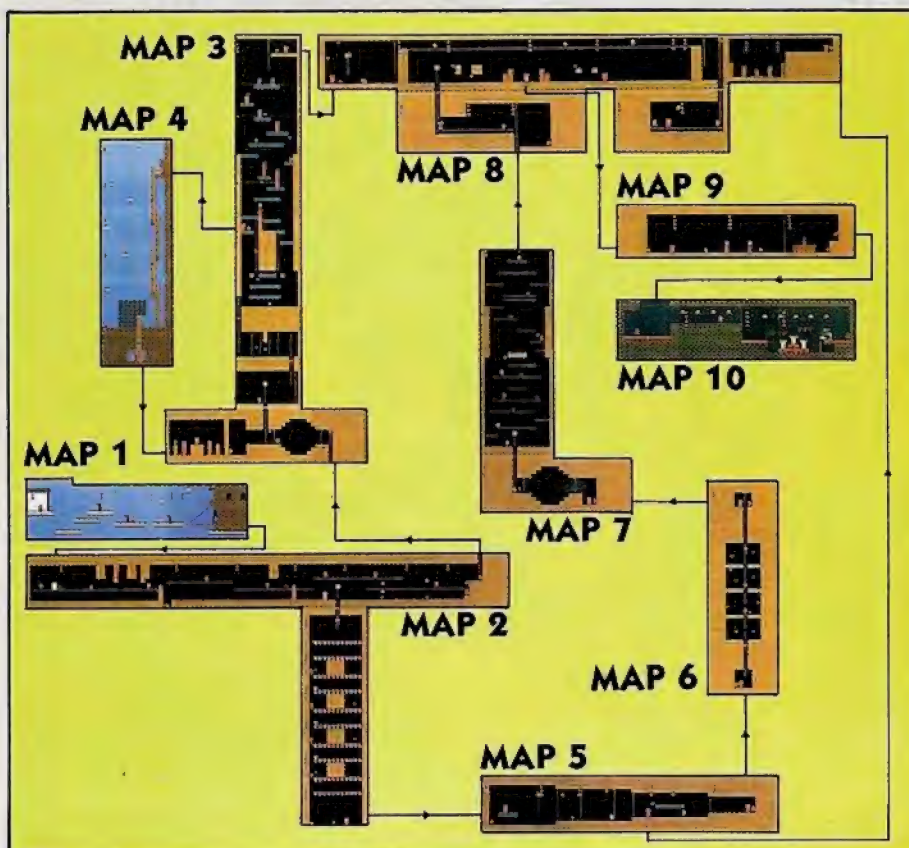
Pile up mushroom blocks and make a Squat Jump. This is the only way to get to the cloud. Before you jump, clear out the Sparks with blocks.

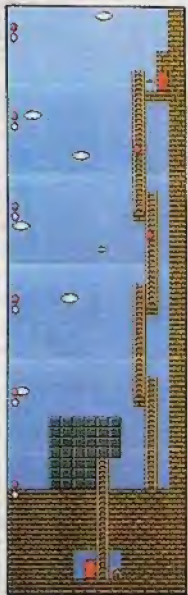


WORLD 7-2

WART'S HIDEOUT

Now you must face the toughest challenge of all, Can you find your way through a castle designed by the twisted mind of the evil Wart? If Sub-Con is dreamland, Wart's castle is a nightmare. This is the last map and needless to say, the easiest to get lost in. Study the diagram to find your way.





MAP 4



A REALLY TIGHT SPOT

It's hard to climb and stay on the lookout for fast-moving Sparks at the same time. But try, because it's the only way you're going to get out of this predicament without getting hit by a bad-tempered Spark. Move it!

GO LEFT FOR SURE!

If you do this the right way, you'll set off a chain reaction that leads you to Map 4. Grab the chain on the left and start climbing. If you grab the chain on the right, you won't be able to reach the door to opportunity.



EVERYTHING DEPENDS ON TIMING

There's a way through here if you can swing it. Jump onto a chain from the second platform. Time your leaps so you pass by the mean Sparks. Even if you have a healthy life meter, you'll have to zoom through!

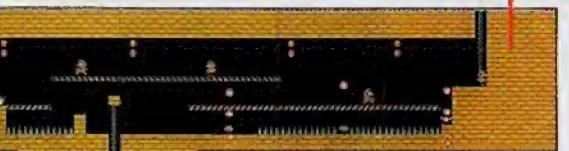


MAP 3

MAP 8



MAP 5



START

MAP 1



MAP 2



A MOVING FLOOR

When you walk into the castle, the floor suddenly starts moving. This has to be Wart's diabolical idea! The footing is treacherous, but at least the enemies are wimps.



You want to move down through this mushroom block floor. But it's not easy. Pull out the blocks at your feet and always keep moving. Luckily, there are plenty of blocks around to throw at the pesky Sparks. Pick up cherries, and Starman will help you.

MAP 5

MAP 2

**MAP 6**

MAP 7

**STAY IN THE CENTER**

This place is easier than most. That's because you can escape Spark attacks by holding onto the center chain. Resist those tempting cherries on the side unless you are feeling exceptionally confident.

**MAP 8**

MAP 9

MAP 3



MAP 7

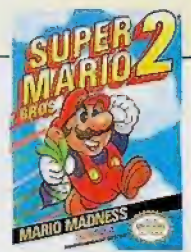
WHAT IS BIRDO UP TO?

Climb up the chain and you get a bad surprise in the form of Birdo. He's on guard duty, and doing a great job of it! The best strategy is to avoid a fight and lay low—literally. Get past him by crouching. You can also try jumping over him.

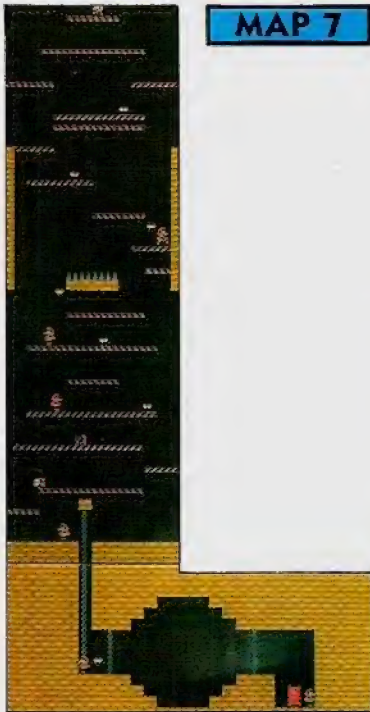
**GRAB THE LAST KEY**

You can get to this room from either Map 3 or Map 7. In here, find a key that unlocks the door leading to Wart's room. Wart awaits you!





MAP 7



UPSIDE DOWN

Uh oh. This has the look of a really bad situation. You have to climb up the moving floor and avoid determined attacks from the crafty Shyguy, Snifit and Spark. What do you have to do to win, be an acrobat? Stay on your toes! Move up carefully in steady little jumps, and you'll make it without a scratch.



MAP 9



MASK GATE ATTACK

Now you've discovered a room with just two mushroom blocks, a crystal ball and the Mask Gate. Take the crystal as usual but look out! The Mask Gate is coming at you. Hit the gate with blocks three times. The mouth opens. Are you prepared to hop in?



MAP 10



FINALLY, WART!

The wicked Wart is one tough customer. But you're no marshmallow either. After all, you've made it this far with all of Warts bad-news buddies trying to stop you. But are there more? He is the creator of all the monsters you've been dealing with in the World of Dreams. Maybe he doesn't need any other monsters on his side when he's taking up the fight by himself. Can you withstand his wily ways and awesome powers? Luckily, you have learned quite a few tricks of your own. Get ready to use them. And be prepared to invent some new ones. You'll need all the courage and cunning you can muster! Feed Wart his vegetables to put him to sleep permanently!



SUPER MARIO BROS. 3



SUPER MARIO BROS. 3™



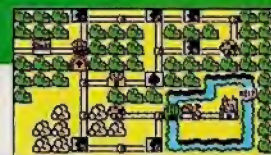
Mario's Biggest Adventure Yet!

More worlds, more secrets and more action—*Super Mario Bros. 3* has it all. Super Suits, Warp Whistles and the return of King Koopa are just a few of the things that keep players coming back for more Mario in *SMB3*!

MAP SYMBOL KEY

	Super Leaf		Starman		Switch Block
	Fire Flower		Continuous Starman		Magic Note Block
	1-Up Mushroom		10-Coin Block		

WORLD 1 GRASS LAND



WORLD 1-1

Stomp and kick a Koopa to get the Super Leaf from this block.



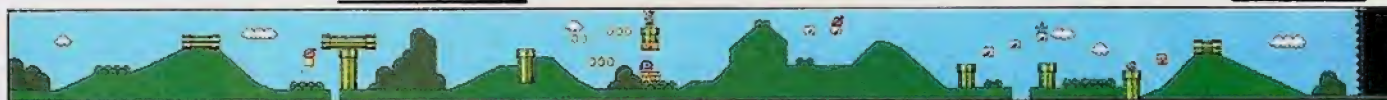
Clear out the Goombas, then get a running start to fly and collect the coins in the sky.

Flap your Raccoon tail to enter a secret coin room.

WORLD 1-2

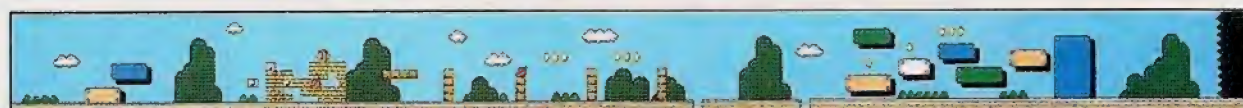
As Raccoon Mario, you can score 1-Ups by stomping nine or more Goombas without touching the ground.

To escape the slowing effect of a Micro-Goomba attack, press the A Button repeatedly.



From the top of the sky pipe, jump up and to the right off the top of the screen to score a hidden 1-Up.

WORLD 1-3



Use a Koopa to clear away some of the blocks. Then jump around until the Note Block appears. Bounce on it and press Up to go to Coin Heaven.

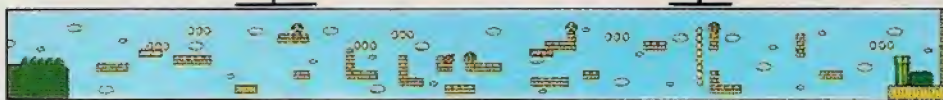
Hop on top of the white block. Press Down for five seconds and you'll drop down. Run to the end of the level to find a hidden Toad's House which hides the first Warp Whistle.



WORLD 1-4

If you get both 1-Ups, you can afford to lose a man in this world and still come out ahead.

Be sure to acquire the coins in the air and in the 10-Coin Blocks. If you score 44 or more, the White Mushroom House will appear on the Map Screen.



WORLD 1-FORTRESS

Stomp the Dry Bones to get flying space. Fly up and to the right. When you can't go any further, press Up to reach the room containing the second Warp Whistle.

Go for the safe spots to avoid the falling ceiling. Move to the right when the coast is clear to get to BOOM-BOOM.

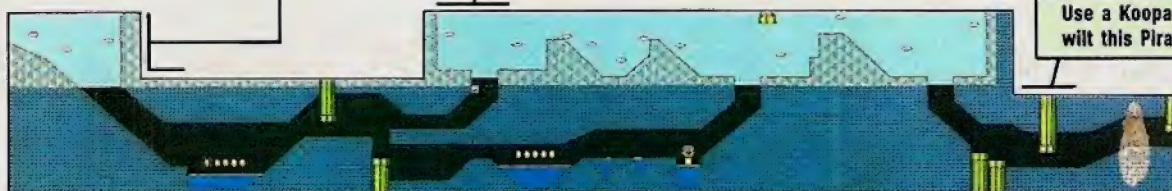


WORLD 1-5

Press Down while you're on the hill to slide and eliminate enemies on the slope.

Hop about in this tunnel to reveal a Magic Note Block that will take you to Coin Heaven.

Use a Koopa or a fireball to wilt this Piranha Plant.



WORLD 1-6

Strike the left side of this block so the 1-Up inside goes right. Collect it and continue!

To get enough power to fly, start at the left edge of this platform, run to the right and make a very small jump over the step.



WORLD 1-AIRSHIP

Stand on top of the cannons and the cannon balls will harmlessly hit your feet for 100 points a pop!

Enter the pipe to face Larry Koopa, the first of Bowser's Koopalings! Stomp him three times to win!



SUPER MARIO TACTICS

If you hit the left side of a Mushroom Block, the Mushroom inside will go right (and vice-versa). This is important to keep in mind in levels with automatic scrolling in order to collect the Power-Ups.

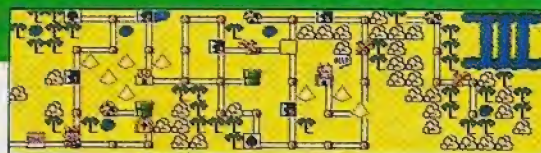


WORLD 2 KOOPAHARI DESERT

WORLD 2-1

Use the top of the pipe structure as a runway to fly up to the sky pipe. It leads to a secret room with invisible coins.

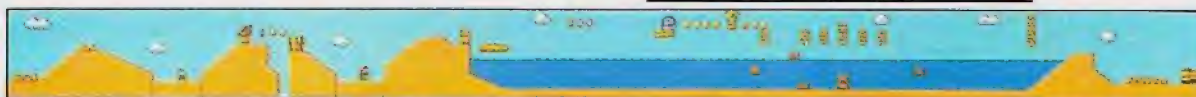
When the Micro-Goombas attack by launching blocks at you, hold Down the A Button and bounce from block to block as you advance.



WORLD 2-2

Hit the Switch Block inside this secret room and leave quickly to collect the coins revealed outside.

Ride the platform, uncover the Switch Block, and collect all the visible coins. Backtrack, get on the platform again and this time hit the Switch Block and collect all the new coins. Collect 30 or more to get the White House to appear on the Map Screen.



WORLD 2-FORTRESS

Taking a path over the top of the spikes can be your best bet, but watch out for Boo-Diddly.

Get close to the Thwomp trap to trigger it. Run through as it slowly resets.

Don't jump too far onto this platform or you'll get squashed by the Thwomp.



WORLD 2-3

You can use invisible Note Blocks to make your way up to the coins and Switch Block in the sky. Head straight down after you activate the Switch to get a load of coins.

Stomp one of the Koopas twice, then stand back and watch as it clears away the blocks from the exit pipe.

An invisible 1-Up Block is hidden in this mountain. Once you've turned the blocks into coins and collect them, it's easy to get at the 1-Up.



WORLD 2-DESERT

Pick up a Koopa near the start and keep him to use as a weapon against the Sun later in the stage.

Hold down the B Button to run through the Tornado.

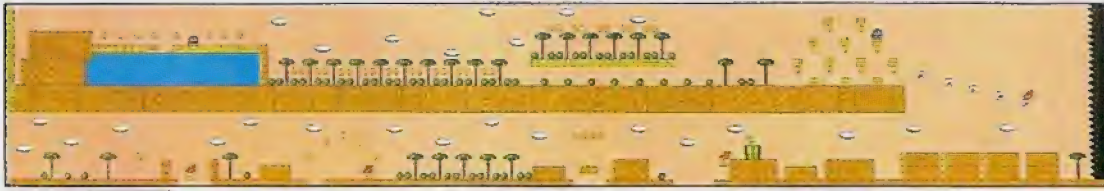
Don't get burned by the Sun, but use the Koopa you kept to make it go down!





WORLD 2-4

Each of the blocks in this platform have coins in them. Collect them all!



As Raccoon Mario, fly up to the upper left corner, breaking blocks as you go, and reach the upper part of the stage.

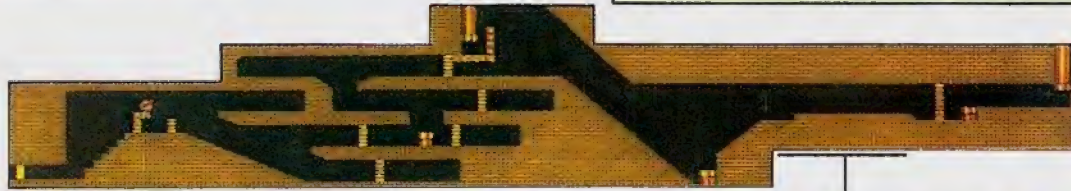
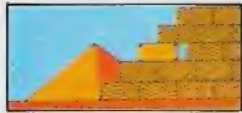
After the Boomerang Brother throws his two boomerangs attack quickly but watch for the returning weapons.

WORLD 2-5



Boot a Koopa into the small passage to break the blocks and make the vine grow.

WORLD 2-PYRAMID



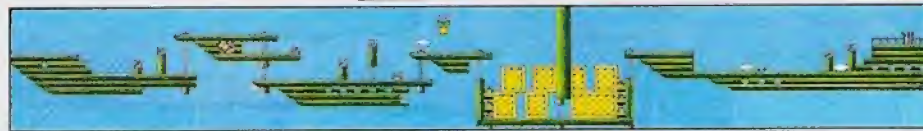
Make the invisible block appear, then use it as a stepping stone to reach the pipe which leads to a secret room.

The entrance door resets the Item Blocks in the Pyramid. You can collect a Power-Up from the block, leave the pyramid, and when you go back in the item will be in the block again.

Watch out for Buzzy Beetle on the ceiling. He'll drop off and whirl towards you at high speed!

WORLD 2-AIRSHIP

The cannons on this Airship are strategically placed. It seems like one lies around every corner!

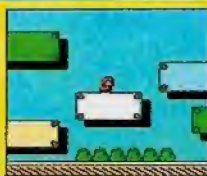


Morton Koopa Jr. waits in his cabin! The irregular floor of the room makes maneuvering tricky. Defeat him using the same method you used against Larry.

THE WARP WHISTLES

WORLD 1-3

Kneel down on the White Block near the end of World 1-3 for five seconds. After you drop down behind the background, run to the end of the stage to find a hidden Toad's House with the Whistle inside.



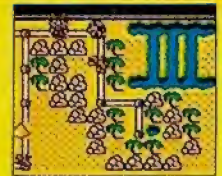
WORLD 1-FORTRESS

Fly up and right through the gap in the ceiling of this fortress. When you can't go right any further, press Up to reach the room where the Whistle resides.



WORLD 2-FIRE BROS.

Use the Hammer to break the boulder in the upper right corner of World 2. Battle the Fire Bros. bandits who are hiding beyond the boulder to get the final Whistle.



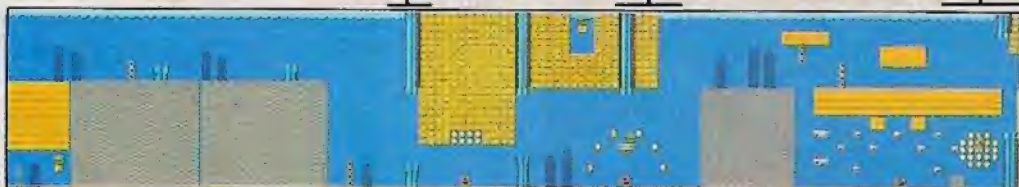
WORLD 3 ISLAND WORLD



WORLD 3-1

Jump at the water's surface to get on top of this island. Then collect the Power-Up.

If you approach the exit pipe from below, a powerful current will boost you past the Blooper.



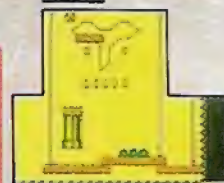
Hit the block so the 1-Up goes right, then collect it as it bounces off the pipe.

WORLD 3-2

Each of the blocks marked by a "Continuous Starman" symbol will have a Starman inside if you hit them when you're invincible.

If you hit the Switch Block, the lower coins will turn into a platform, allowing you to get the 1-Up.

Before you finish this world, fly up and grab the coins and the 1-Up around the Rail Lift in the sky.



WORLD 3-3

Punt a Koopa so it makes the Switch Block appear. Hit it to get some extra coins and the Power-Up in the Note Block.

The second Switch Block helps you by changing the row of coins into a dry passage over the treacherous waters. Run fast past Boss Bass!

Beyond the goal pipe lies a 1-Up you may want to try for if you feel brave.



WORLD 3-FORTRESS

If you're looking for BOOM-BOOM, take the sixth door in the fortress.

The final door in the fortress leads to a secret coin room.



Be wary of Boo Diddly as you make your way to the door of your choice.

The fifth door in the fortress leads to a ledge with a 1-Up Block above it.



Go left and up to find BOOM-BOOM.

Hit the block on the left side so the 1-Up goes right. That way you won't have to swim after it.

GO CANOEING

Get the Hammer from a wandering Hammer Brother, and use it to open the path to the Canoe. This will give you access to islands containing Bonus Games and Power-Ups.





WORLD 3-4

Slide down the hill to wipe out the Boombas, then jump at the last second. If you time it correctly, you'll make a Jet Coaster Jump over the pond.

Slide down the hill to wipe out the Boombas, then

Find Lakitu. Then capture a Koopa and make it bounce back and forth underneath the pipe. Stand directly under the pipe. The Koopa will then hit Lakitu's Spiny, giving you points and then 1-Ups.

Lakitu shows up near the end of the stage. He'll follow you if you backtrack.



WORLD 3-5

Hidden in the current below this pipe is an invisible block with a 1-Up inside.

If you fall in the pond, an invisible block on the right will help you continue onward.



If you're wearing the Frog Suit, you can enter this pipe. Hold Right as you enter to reach a giant block with three 1-Ups in it.

WORLD 3-6

Boot a Koopa so it falls down and collects the coins in the 10-Coin block below.

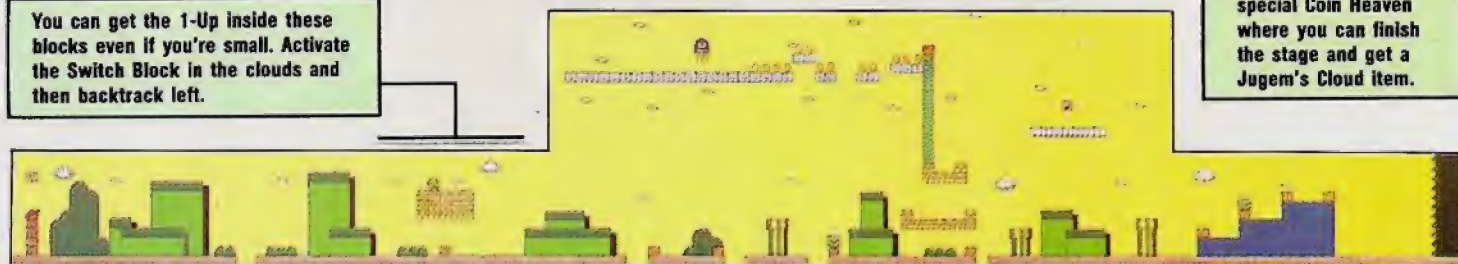
Use an Ice Block to make the Switch Block appear. Then hit the 1-Up Block so the Mushroom goes right. Tap the Switch and catch the 1-Up as it falls through the coins.



WORLD 3-7

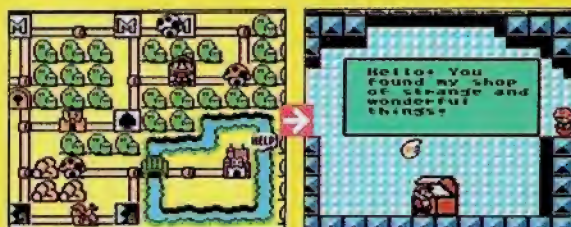
You can get the 1-Up inside these blocks even if you're small. Activate the Switch Block in the clouds and then backtrack left.

The Magic Note Block will launch you to a special Coin Heaven where you can finish the stage and get a Jugem's Cloud item.



THE WHITE MUSHROOM HOUSE

To get the White Mushroom House to appear on the Map Screen, you must collect a certain number of coins in specific worlds. In most cases it is very difficult to get the number of coins you need, but the effort is worth it if the reward is a P-Wing.



World	Coins	Item
1-4	44	P-Wing
2-2	38	Anchor
3-8	44	P-Wing
4-2	22	Anchor
5-5	28	P-Wing
6-7	78	Anchor
7-2	46	P-Wing

WORLD 3-FORTRESS



To best handle the Stretch platforms swim between them if you're Super Mario, but take the upper or lower path if you're small.

WORLD 3-8

Since this stage rises and sinks into the enemy filled waters, a high and dry spot can be a lifesaver. That's exactly why the Vine Blocks come in handy. Use them to your advantage.

Hitting the Switch Block will allow you to collect the 1-Up above as well as score the 44 coins you need to get the White House to appear.



WORLD 3-9

Drop down behind the background by kneeling on the White Block for five seconds. If you can make it down the next pipe while you're still in the background, you'll become invisible!

Capture a Koopa and kick it so it bounces back and forth between the Bullet Bills. Find a safe spot (on top the pipe or in the gap between the background bushes above) and watch while it racks up points and 1-Ups!



You can find a Frog Suit in the pipe to the far left of the underwater section of the stage. After you enter, press Right as you fall.

WORLD 3-AIRSHIP

You have to be quick to collect this Power-Up. Hit the block so the Mushroom goes right.

Although you can use the Bolt Lift to get across this gap, it's just as easy to take the low road. Just be careful to avoid the Flame Jets.

This way to Wendy Koopa! You'll have to time your jumps carefully to jump over her and avoid her "love taps." She attacks as she makes small rapid hops.



COPING WITH KOOPAS



If you want to get rid of a Koopa for good, stomp it, pick it up, and release it as you hold it over a pipe.



You can use a Koopa as a shield in front of you as you run through an area. It will only help against a single attack, though.

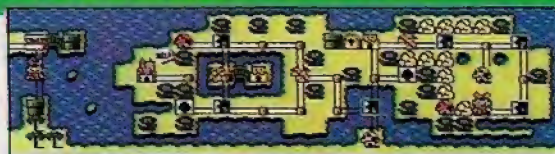


Koopas are great for breaking blocks. Stand one block away from a block as you release the Koopa, and it won't hit you as it bounces back.



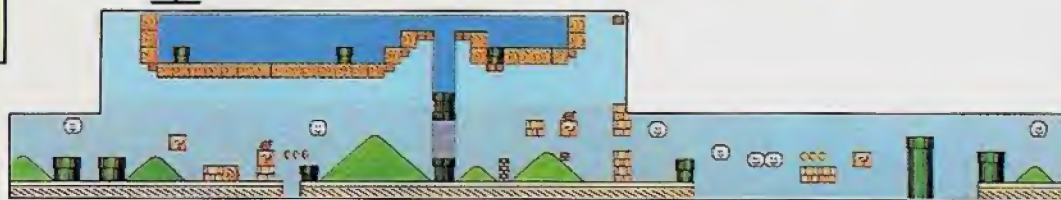
WORLD 4 LAND OF THE GIANTS

WORLD 4-1



You can collect a pair of 1-Ups in this pond in the sky, but be sure to make them appear one at a time.

Clear away the blocks and get rid of the Koopas by releasing them over a pipe. You then have a path to fly to the lake in the sky.



WORLD 4-2

Grab an Ice Block and toss it at the giant Item Block to get the Power-Up inside.

Get Starman, then hit the Switch Block and collect coins. If you get 22 or more, the White Mushroom House will appear on the Map Screen.

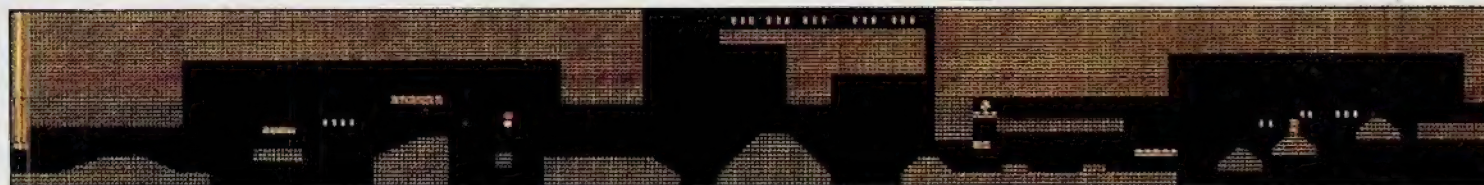


WORLD 4-3

You can run under or jump over the Sledge Hammer Bros. if you don't want to fight them.

Make the 1-Up appear and then follow it as it moves right. Keep your eyes open for Buzzy and Spiny ahead.

Hold down the B Button to make the leap over the bouncing Wood Blocks.



Once you've cleared this area of enemies, fly up to the ceiling and collect the coins.

SUPER MARIO TACTIC



If you stay close to pipes with Piranha Flowers inside, they won't come out. Likewise, Bullet Bill Cannons won't fire if you're near. In Giant World, however, the Piranhas are too big to notice Mario and will still come out of their pipes.

SUPER MARIO TACTIC



If you don't have a long runway, you can sometimes build up flight power by running back and forth in a smaller area.

WORLD 4-FORTRESS

Go down the center pipe to find an easier path through the fortress.



Hot Foot acts like a ghost. If you turn your back on it, it will run towards you.



Make the two invisible blocks appear in order to exit from the shortcut passage.

WORLD 4-4

Start on the ledge where the Power-Up block is located and work your way left and down. You can make it to the left pipe and a secret room with a Frog Suit inside.

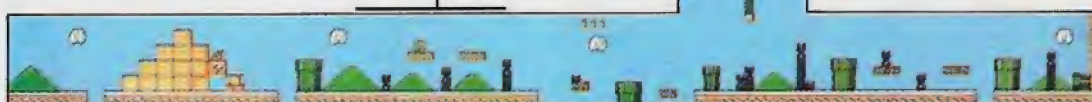


Look out for Lakitu! He'll rain Spinys on you in the latter half of this stage.

WORLD 4-5

Red Guided Missile Bills move back and forth in search of their target.

Climb the vine in the middle of this stage to reach a secret room where you can score a Tanooki Suit. Hit the Switch Block, exit the room and follow the trail of coins down.



WORLD 4-6

On the normal size side of the stage, you'll find a 1-Up in the sky.

Another 1-Up in the normal size side of the stage is hidden in an invisible block between the pipes.

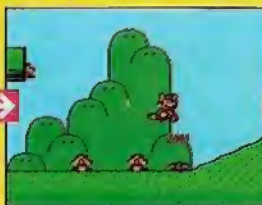


When the enemies are giant size, you'll find a 1-Up located in one of the bricks of this box structure.

Going through the two doors in this stage will change the size of the Koopas and Goombas. The stage therefore has a normal size side and a giant size side.

1-UP TECHNIQUE #1

Stomp several enemies in a row without touching the ground and you'll earn more points for each one. After the ninth enemy, you'll start gaining 1-Ups. You must be either Raccoon Mario or Tanooki Mario.





WORLD 4-FORTRESS

To make the leap to the final group of Donut Lifts, press and hold down the B Button as you run and go for it!

Hit the Switch Block and a hidden door will be framed in silver coins. Enter the door to find a Hidden Quarter of the fortress with Power-Ups and 1-Ups.



A path of hidden blocks will allow you to make your way to the 1-Up in the secret room.

As you ride the Directional Lifts upwards, be careful to avoid the Piranha Plants that guard the gaps in the pipes.

Fly to the upper left corner of the second secret room for a chance to collect 30 extra coins!

Some Directional Lifts will change course every time you jump on them. But be careful! Your ride will vanish if you hit your head on the ceiling while you're standing on the lift.



WARPING

Use a Warp Whistle on the Map Screen to warp to the Warp Zone (World 9). The section of the Warp Zone that you arrive in depends on which world you used the Whistle in (see chart below). To go straight to World 8, use a second Whistle while in the Warp Zone.

USE HERE → WARP TO

WORLD 1	
WORLD 2-6	
WORLD 7-9	

WORLD 4-AIRSHIP

Again you have the option of using the Bolt Lift. In this case it may be the safer path.

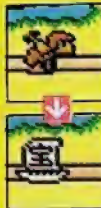
Carefully study the timing of the Jet's firing to make it through this area unscathed.



Iggy Koopa, who waits for you down the final pipe of this Airship, is a real speedster. He fires double blasts from his wand, too.

THE GREAT WHITE TREASURE SHIP

You can turn a wandering Hammer Brother into a White Ship in Worlds 1, 3, 5 and 6. Collect a number of coins that is a multiple of 11. Then score points until the tens digit of your score (the second number from the right) matches the multiple of 11. Finally, stop the timer at the end of the stage on an even number. One possible combination would be 44 coins, 10,140 points and time = 152.



Don't miss the 1-Up near the exit pipe.



Battle the Boomerang Bros. to finish the Treasure Ship.

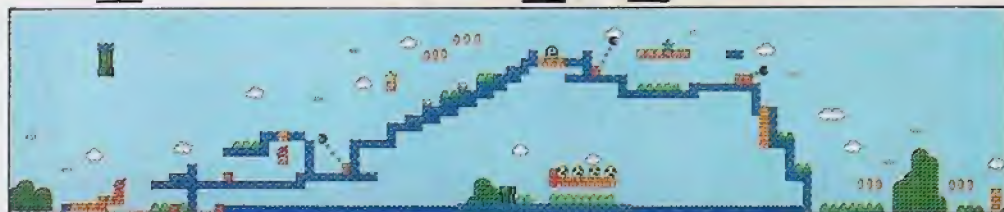
WORLD 5 SKY WORLD

WORLD 5-1

In the secret room of this sky pipe, you'll have to choose between a Music Box (upper path) or four 1-Ups (lower path).

Once you've collected all the 1-Ups, fly up, hit the Switch Block, and collect many of the silver coins.

If you become invincible at the top of the arch, you can back-track left and get continuous Starman power from the blocks on the way down. This makes it easy to defeat the Chain Chomps at the bottom.



Once you've dealt with the Chain Chomps, clear away the blocks and fly to the sky pipe.

Collect the four 1-Ups on the island one at a time.

WORLD 5-2



For making it to the upper path, you'll get a 1-Up.

If you're stuck taking the lower route, watch out for Buster Beetle. He'll toss Ice Blocks at you.

Don't touch your controller when you start falling and you'll land on the first Note Block. From there, use the other blocks to work your way up and out.



UNLIMITED 1-UPS #2 World 4-1

In worlds that contain multiple 1-Ups or hundreds of coins, you can easily collect extra lives. Go through and get as many 1-Ups or coins as you can, then make Mario jump off a cliff or let the time expire. (You'll still have gained at least one extra life.) As long as you don't finish the stage, you can go back and do it again.



Collect both 1-Ups in the sky pond and then let Big Bertha eat you. Do it over and over to gain 1-Ups. This is a slow method, but it works.

World 7-Fortress



In World 7-Fortress, you can collect hundreds of coins after hitting the Switch Block in the first room. Reset the Switch by exiting and returning to the room, then do it again and again.



WORLD 5-3

Kuribo's Shoe allows you to walk across Munchers. Be sure to collect the 1-Up in the blocks above these hungry plants.



Mario can wear Kuribo's shoe no matter what size he is or what suit he's wearing.

To claim Kuribo's Shoe, hit the Goomba that is wearing it from underneath when he lands on the blocks above you.

KURIBO'S SHOE

The magical Kuribo's Shoe bestows many powers on its wearer, but is only found in World 5-3. It protects you from Munchers and Spinys, and gives you boosted jumping ability. Have fun with it while you can!



WORLD 5-FORTRESS

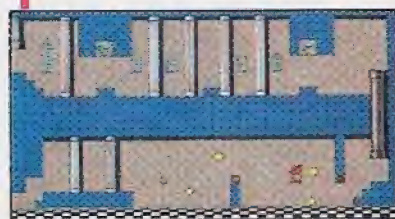
In this pipe an arrow of coins shows the way to three 1-Ups near the ceiling. Fly up as Raccoon Mario and collect them all.



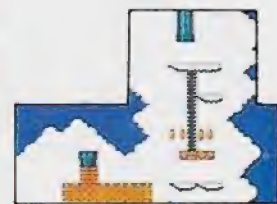
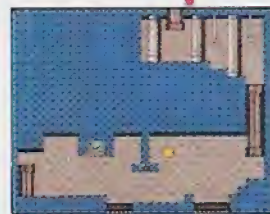
After you've cleared away all the bricks blocking the upper path, go back and start to run under the first Roto-Disc. Dash under the Thwomp and fly up into the passage!

Run (you don't need to jump) to the platform under the Thwomp, then quickly make the leap to safety.

WORLD 5-TOWER



With a P-Wing, you can collect three extra 1-Ups in the Tower Level. You'll discover them in the sky up and over the first brick portion of the Tower.



WORLD 5-4

You'll find the lower path of this stage difficult to get through due to the presence of many Rotary Lifts.

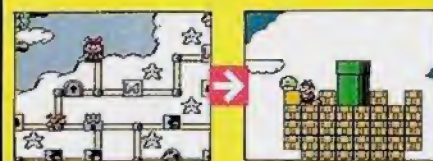


Use the first cloud as a runway to fly to the upper portion of the stage. It's a lot easier than the lower route.

Don't panic if you fall into the waterfall. You can swim out by pressing the A Button repeatedly.

EARTH BOUND

You can return to the terrestrial portion of this world by going back down the Tower. On the way, you can even collect a 1-Up. To return to the clouds, however, you'll have to go through the entire Tower Level again.



WORLD 5-5

Break away the blocks with a Koopa or your Raccoon Tail, then head down the second pipe to find a Tanooki Suit!



Hit the block with the Power-Up Inside and the pesky Para-Goomba will bite the dust.

To collect a coin underneath a Donut Lift, stay on the lift as it falls just long enough to snag the coin, then jump for safety.

WORLD 5-6

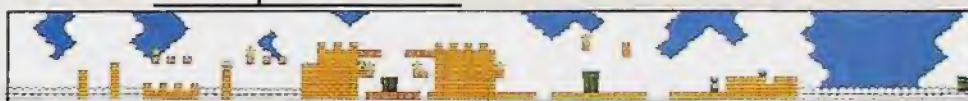
Jump squarely onto the back of the Para-Beetles to get a lift across the gaps in the clouds.

Activate the Switch Block and the temporary platforms created will make your path to the goal safer and easier.



WORLD 5-7

Use a Starman from your inventory on the Map Screen before you start World 5-7. There are many blocks in this world that contain continuous Starman power, but there is no actual Starman to be found.



With a P-Wing you can fly to the goal from the lower part of this stage.

Kneel down on the White Block in the lower half of the stage. Make your way to the upper half and if you're still behind the background objects, you'll be invincible.

WORLD 5-FORTRESS

The Podoboos in this fiery fortress bubble forth from both the floor and ceiling, so advance with caution.

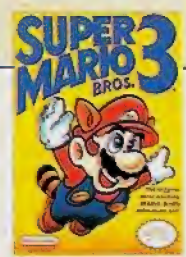


Getting Starman is important here. Hit the block so he goes right, then collect him and go right as fast as you can to outrun Boo Diddly.

STATUE MARIO

The Tanooki Suit will turn you into a statue for five seconds if you hold Down and press the B Button. Not only are you invincible as the statue, but you can stomp enemies like the Lava Lotus when in this form. Statue Mario can also fit through small gaps.





WORLD 5-8

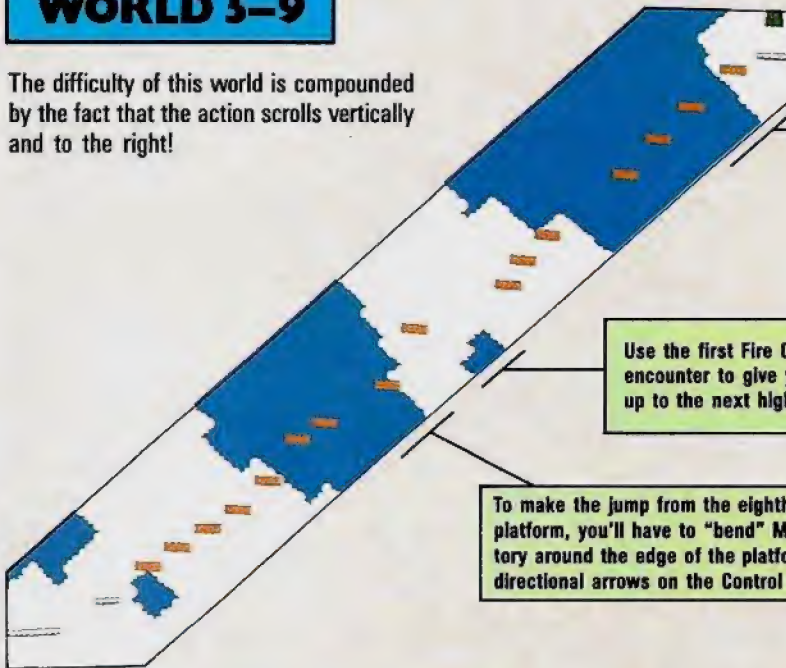
Speed is essential to making it past Lakitu, so press the B Button and boogie!



Focus your efforts on going right as fast as possible, and you should make it through with only one hit. Try not to slow down even when Koopas are in your path.

WORLD 5-9

The difficulty of this world is compounded by the fact that the action scrolls vertically and to the right!



If you stand on the center of the 15th platform, the Fire Chomp chasing you will run into your feet and self-destruct.

Use the first Fire Chomp you encounter to give you a boost up to the next higher platform.

To make the jump from the eighth to the ninth platform, you'll have to "bend" Mario's trajectory around the edge of the platform using the directional arrows on the Control Pad.

WORLD 5-AIRSHIP

Use the many flying projectiles on this Airship to get a lift to the top of the boat.

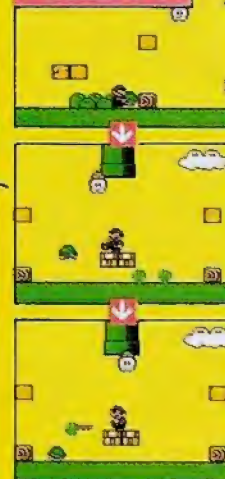


Roy, the Koopaling who captains this Airship, is a big bully. When he hits the ground, the whole ship shakes. Time your jumps so you're in the air when he touches down.

UNLIMITED 1-UPS #3

In certain worlds you'll be faced by an endless stream of attackers such as Bullet Bills or Spinys from Lakitu. Find a place where you can set up a Koopa so it bounces between two obstacles and clears away the enemies. Quickly get to a safe spot and as the enemies are knocked out by the Koopa, you'll get points and eventually 1-Ups.

WORLD 3-4

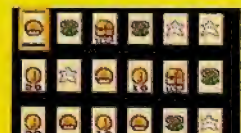


WORLD 3-9



THE MATCHING GAME

The Matching Game will appear on the Map Screen every time you score 80,000 points. The eight different possible patterns to the Matching Game are shown below.



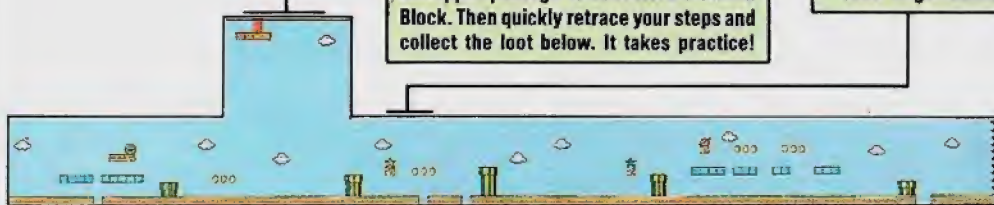
WORLD 6 WINTER WONDERLAND

WORLD 6-1



In the secret room, slide under the gaps in the upper passage to activate the Switch Block. Then quickly retrace your steps and collect the loot below. It takes practice!

Hit this block when you're invincible to get another Starman.



WORLD 6-2

Jump quickly from cloud to cloud to make it up and over the brick wall.

Hit the block with the 1-Up in it, then jump down to the lower platform and catch the 1-Up there.



WORLD 6-3

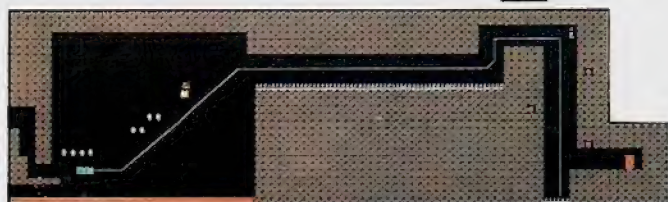
Duck under the ice wall as you ride the first platform.

A well-timed Koopa toss will make the vine sprout. The vine leads to a secret room with a Tanooki Suit inside. You can charge up to fly inside the room. Then leave and soar to the end of the stage.

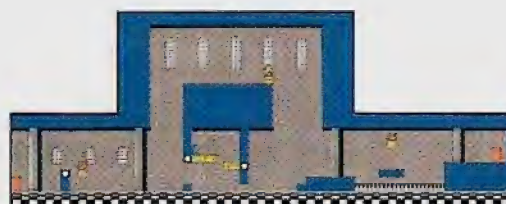


WORLD 6-FORTRESS

Before the platform heads down, jump off. When the Roto Disc goes down and right, jump into the pit and veer right as you fall.



If you need a Power-Up, get the one in the first block by hitting it from underneath and then jumping on top of the block. From there leap to the left to land where you started from. The moving platform will be there again.



Wait in the corner near the Roto Disc until the coast is clear, then get a running start and fly to the 1-Up above.



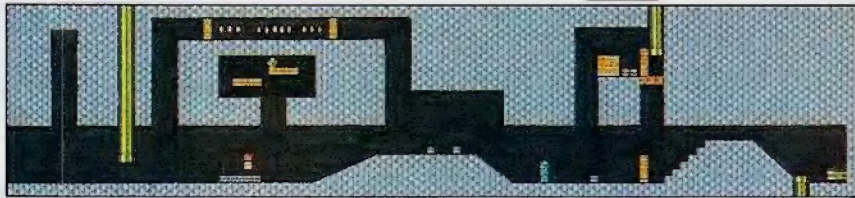
WORLD 6-4



Start the lift moving but then jump off onto the big block of ice. When the lift comes out from under the block, jump back on, make the Magic Note Block appear, and use it to go to Coin Heaven.

Hit the Switch Block. While it's activated you'll have a clear runway. As you run right to get up speed, slide under the ice wall. Once you're airborne, go for the 1-Up but watch out for the Fire Chomp.

WORLD 6-5



In order to reach the exit pipe, you must carry a Koopa up to clear away the blocks and the White Piranha Plants.

You can collect the Power-Up, leave and return, and it will always be there for you to grab again.

The first pipe is a shortcut to the Power-Up room. You must be Raccoon Mario (or Tanooki) to finish this stage.

Clear away all the Ice Blocks and Buzzy Beetles before you attempt to capture the Koopa and fly up with it.

WORLD 6-6

Swim up to the dead end to find a 1-Up.

Wait until Spike is next to the wall to get the jump on him.



Grab Starman and use the "B Button Run" through the first part of the stage.

WORLD 6-7

If you're feeling brave, ride the Donut Lifts down to collect the coins beneath them before you jump to safety.

Ride the Donut Lift down a short distance and then leap for the pipe.



Make the 1-Up appear and quickly vault to the top of the block it was in and collect it.

As Fiery Mario you can melt the ice encasing these coins. You'll need them if you want to get the 78 coins necessary to get the White Mushroom House to appear on the Map Screen.

WORLD 6-FORTRESS

Spring the third Thwomp before you try to make it through the gap.

Set off the fifth Thwomp and carefully jump up. If you go too far too quickly, you'll get hit by the Roto Disc.



Hold the B Button down, run and jump over the last Thwomp. It's easy to avoid if you're ready for it.

WORLD 6-8

A kicked Koopa can be extremely useful in wiping out the Walking Piranhas on these grassy hills. If you don't get them all the first time, you can go back and get the Koopa again for another sweep.



WORLD 6-9

The Switch Block near the end of the stage is useful in turning the giant block of bricks into coins. Run, jump, hit the Switch and fly straight up.



If you have a P-Wing, you can fly over the mountain of ice and bypass the entire level, collecting a 1-Up along the way.

Use the Switch Block to turn the Munchers into money!



If you're wearing the Frog Suit, you can enter this pipe and gain three 1-Ups and 35 coins!

WORLD 6-10

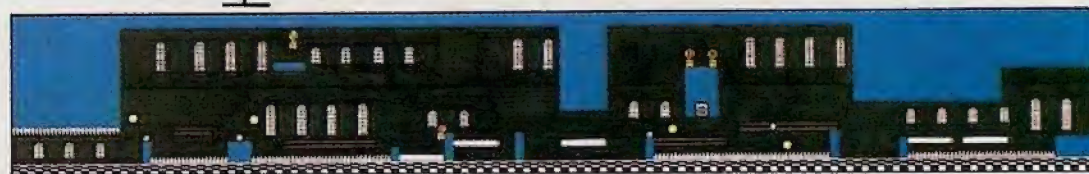
Activate the Switch Block and dive into the resulting wall of coins!

If you're Fiery Mario, melt the ice blocking the second pipe. The Munchers will turn into coins. Go down the pipe for a Hammer Bros. Suit.



WORLD 6-FORTRESS

Draw the ghost close to you by turning your back on him, then jump over him and run!



As Raccoon Mario you can fly to the ceiling and bypass a few of the dangerous spots in this stage. A 1-Up is another reward for taking the high road.

When Stretch heads left, that's your cue to leap over him and B Button dash to the right.

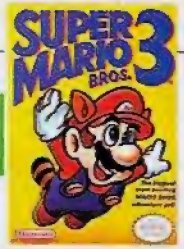


WORLD 6-AIRSHIP

You can avoid using the two Bolt Lifts if you press the B Button as you jump.



The clown prince of Koopas, Lemmy, wants to play! The balls he tosses aren't too dangerous; in fact, you can jump on top of them. But don't waste your time playing—take care of that crazy Koopaling!



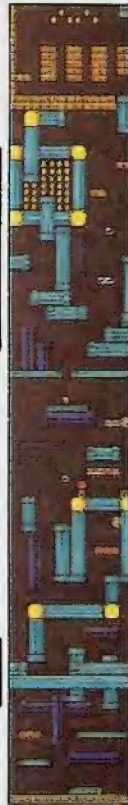
WORLD 7

PIPE MAZE

WORLD 7-1

This stage scrolls upwards as you climb through the maze of pipes and blocks.

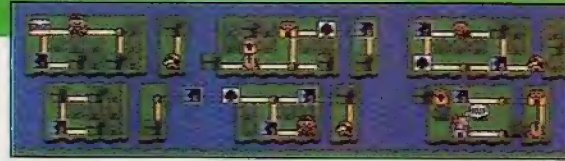
Kick the Koopa so it falls through the narrow gap in the skinny pipe. You can then use that pipe as a runway to fly up to the coin room.



Jump straight up off the back of the Koopa Paratroopa to reveal a 1-Up near the ceiling.

Jump to the right to hit the invisible block containing the 1-Up, then follow it down as it falls to catch it on a ledge below.

Make your way into the Piranha-patrolled pipes rapidly, or you might get nipped! It can be a good idea to take out the plants with a fireball or tail attack first.



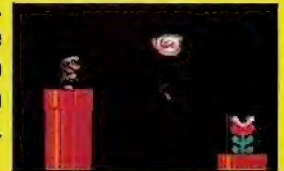
UNLIMITED 1-UPS #4

If you tag the card at the end of a world when five or more enemies are on the screen, you'll get bonus points and a 1-Up. This is easy to do in most levels of World 5, because Lakitu will follow you to the end and throw Spinys.



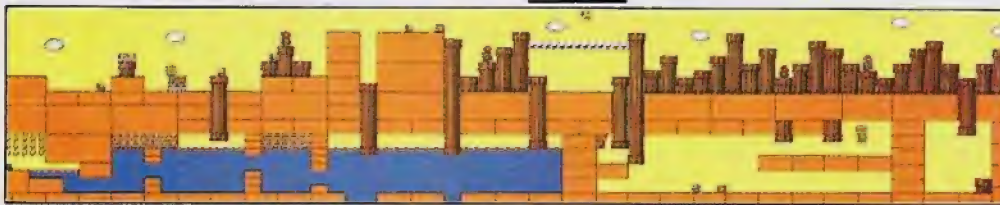
HAMMER TIME

The Hammer Bros. Suit allows Mario to toss Hammers that can harm even seemingly invulnerable enemies such as Boo Diddly, Thwomp and Stretch. (And for some real fun, try the Hammers on Bowser . . .) Mario is also invulnerable to fire when he kneels in the Hammer Bros. Suit.



WORLD 7-2

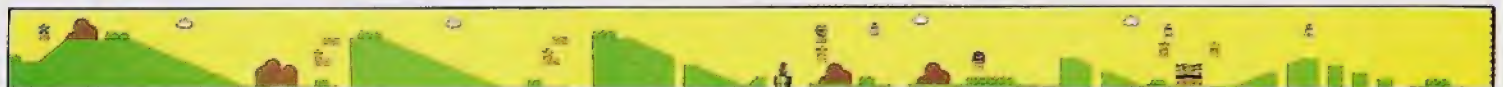
Make all of the Note Blocks appear between the two pipes, then exit via the lower level. The Note Blocks will allow you to advance when you return to the top part of the stage.



With the Frog Suit on, you can hit the Switch Block and swim quickly enough to collect the 46 coins you need to get the White House to appear on the Map Screen.

WORLD 7-3

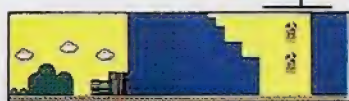
Don't bother with the Switch Block near the middle of the world. Concentrate on staying invincible.



If you get the first Starman, you have a chance to stay invincible through the entire world. There are five blocks in the stage that will contain Starmen if you hit them while they are invincible.

There's no need to jump over the gaps at the end of this world. Hold down the B Button as you dash right over them.

WORLD 7-4

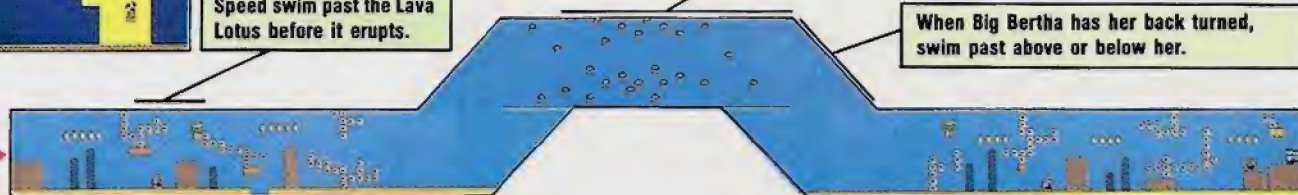


Although you can fly over the wall as Raccoon Mario, this is not a shortcut to the end of the world. You will find two 1-Ups on the other side, though.

Speed swim past the Lava Lotus before it erupts.

Making it through this mine field of Jelectros is one of the toughest parts in the game. Swim slowly and carefully. If you have firepower, use it on the Bloopers and fish.

When Big Bertha has her back turned, swim past above or below her.



WORLD 7-5

Make the 1-Up appear and go left. Go back down the pipe and up the next one to the left. The 1-Up will be there waiting for you.

Make all the invisible blocks appear, then use them as a bridge to continue right.



Jump on the Koopa Paratroopa to get a boost up to the platform above.

Near the end of the stage, you must make the bridge of blocks appear. Then backtrack through the maze above and cross the bridge to the goal.

WORLD 7-PIRANHA



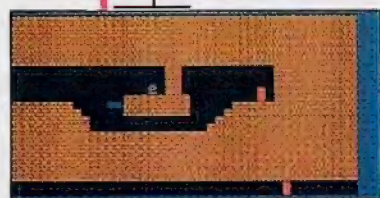
Your reward for finishing this section overgrown with Piranha Plants is a P-Wing.

WORLD 7-PIRANHA



For finishing this short level you'll obtain a Power-Up Mushroom.

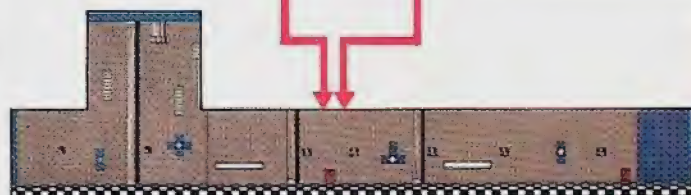
WORLD 7-FORTRESS



If you don't have the power of flight, you'll need it to finish this fortress. After you hit the Switch Block, jump for the platform to the left and enter the door to a secret room.



You'll find a Tanooki Suit inside the secret room. Put it on and then go to the checkerboard floor room.



Fly up to the exit pipe in the ceiling of the room with the checkerboard floor to find BOOM-BOOM.

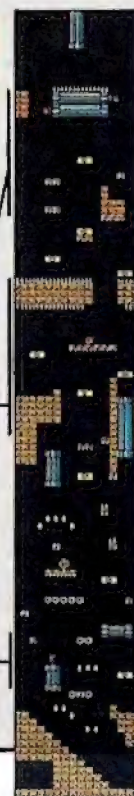
WORLD 7-6

This world has vertical scroll action, but to go up you must ride tricky Directional Lifts.

Stand on the edge of the Directional Lift as you ascend through the Piranha guarded gap.

Ride the Directional Lifts over the spikes and stay clear of the obstacles that can knock you off.

When you're riding the first Directional Lift upwards, jump up and around the horizontal pipe. Get back on the Directional Lift and continue riding it to the vertical pipe above.





WORLD 7-7

When you make a Starman appear from a block, follow him as he bounces. Grab him just when you think your invincibility is about to wear off to extend your invincibility for as long as possible.

Try to tag the previous Starman as close to the last one as you can, as it can take some time to get the next Starman from the block in the overhang.



WORLD 7-8

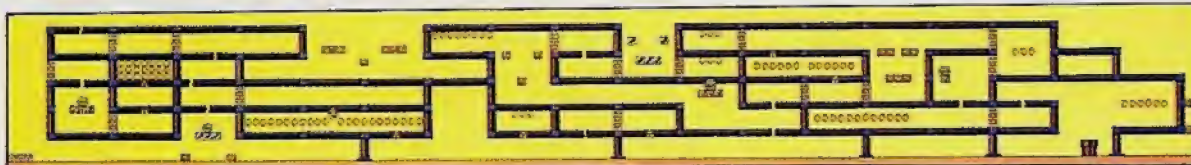
Kneel down on the White Block until you drop through it to become temporarily invincible. Make the Magic Note Block appear next to the tall vertical pipe. Then use the Note Block to go to coin heaven.



If you are Raccoon or Tanooki Mario, get a running start and fly over the tough parts at the beginning of the stage.

When the coast is clear, take the left pipe down to get a Hammer Bros. Suit.

WORLD 7-9



An invisible block in the middle of the line-up of coins contains a 1-Up. Duck and jump in the gap to collect it.

If you have a lot of time, go left and clear out as many coins as you can.

WORLD 7-FORTRESS

Turn away from the ghost to draw him in close, then jump over him and continue.

To reach the exit pipe, jump up and use the arrow keys to bend your fall around the overhang.



Stand on the very edge of the platform under the first block, then jump up to get Starman. Invincibility can be very helpful in this world!



WORLD 7-AIRSHIP

Hit the Bolt Lift from below to move it left. Then use it to reach the Power-Up above.

Ludwig von Koopa, the toughest Koopaling you've faced yet, waits for you in the cabin of this Airship. He combines many of the abilities of his siblings.



Don't try to use the Bolt Lifts on the small flying platforms. If you press the B Button as you jump, you should be able to make it through without them.

Towards the end of the Airship, you have to use the Bolt Lifts to make it across safely. Jump continuously to move them across the gap. Don't stop jumping when riding on a Bolt Lift or you'll fall through it!

WORLD 8

CASTLE OF KOOPA



WORLD 8-BIG TANKS

Try to avoid going all the way to the ground, but jump from tank to tank. Practice will enable you to learn the timing of Rocky Wrench's whirling weapons.

After the tough test of the tanks, you'll be surprised to find a lone Boomerang Brother in the final vehicle. Take him out to finish the stage.



Stay to the right of the screen towards the beginning of the tank battle.

Look out for the giant bullets from the big gun towards the end. Duck or jump quickly as soon as you see the huge barrel!

WORLD 8-BATTLESHIPS

When the battleships stop moving, jump back onto the last ship and go down the pipe to fight BOOM-BOOM.



Dive into the muddy water between the first and second ship, and then swim underneath the next two ships to avoid the fireworks on deck.

WORLD 8-HAMMER BROS.



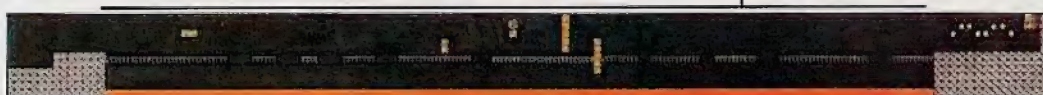
You'll have to fight a representative of each member of the Hammer Bros. family to finish off this mini-world. In this and the other Hand Traps, you will be rewarded with a Super Leaf for finishing.

WORLD 8-HAND TRAP



Take your time to avoid the Podoboos and you'll easily finish off this stage.

WORLD 8-FISH HAND TRAP



Use the B Button run to whiz past the attacking Cheep-Cheep in this lengthy Hand Trap stage. Don't be distracted by the few coins along the way.

SPECIAL ENDINGS

If you finish an Airship while wearing one of the special Suits, you'll get a different "Thank You" message from the King.

Frog Mario



Tanooki Mario



Hammer Bros. Mario





WORLD 8-AIRSHIP

If you have a P-Wing in reserve, now is the time to use it. Maneuvering from ship to ship can be difficult with the top speed screen scroll in this stage.



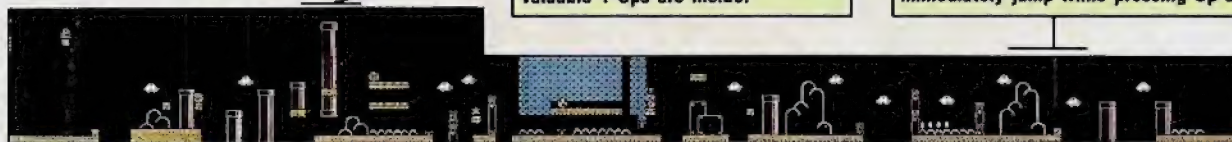
Fight another BOOM-BOOM in the cabin of the last airship.



WORLD 8-1

Fly from the start of World 8-1 to reach the top of this tall pipe. Three valuable 1-Ups are inside.

To make the tough jump near the end of the world, get a running start, make a small jump onto the Note Block, and immediately jump while pressing Up and Right.



Fly up to the Switch Block and activate it. Go straight down and collect a ton of silver coins in the air.

Use the Koopa Paratroopa to make the jump over the gap, but time your jump so you don't get hit by a bullet!

WORLD 8-2

As you exit the secret passage you'll be surrounded by Piranha Plants. Jump to throw off their aim, then run past!

B Button dash down the hill for enough momentum to fly over the final gap.



Dive into the first quicksand pit and let yourself sink. Take the left pipe if you need a Power-Up or take the right if you want some coins. Both lead to shortcuts bypassing much of the stage.

If you skipped the shortcut through the quicksand, activate the Switch Block to turn the coins into stepping stones over the wide pit in the middle of the world.



WORLD 8-FORTRESS

This puzzling fortress has two sides, connected by a ton of doors. You'll have to go through both sides to make it to the end. Certain invisible secret doors are revealed by Switch Blocks; these are indicated by red colored letters.



The final secret exit door to BOOM-BOOM is only visible when a Switch Block is active.

WORLD 8—SUPER TANK

At one point in your battle against this tank, you'll be attacked by six Rockys. Take your time and eliminate them one by one. Don't jump any more than you have to—you can always duck under their wrenches.

Defeat this BOOM-BOOM and you're on your way to The Castle of Koopa!

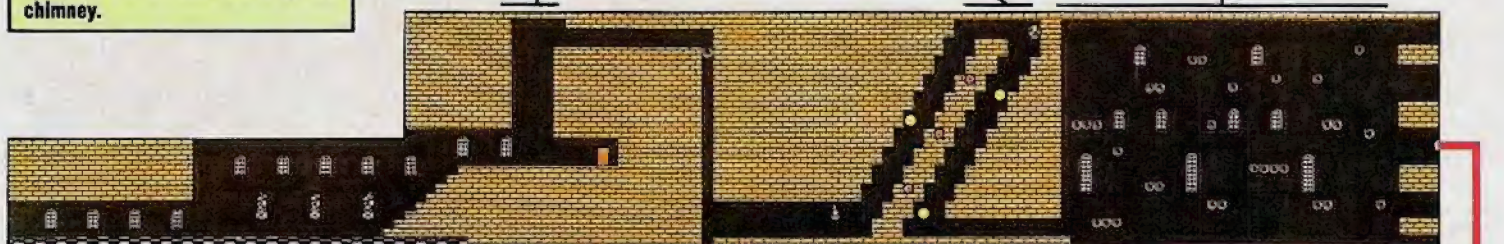


KOOPA'S CASTLE

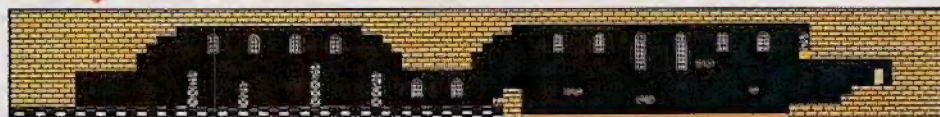
Jump on the lift and ride it up the chimney.

Don't miss the 1-Up near the stairs. If you get this Mushroom, you can challenge the castle over and over.

Keep moving as you make your way over the giant pit of lava. This will help you avoid the dropping Podoboos and being dunked in the fire by the Donut Lifts.



B Button boogie past the first three statues of Bowser to avoid the laser beams they fire!

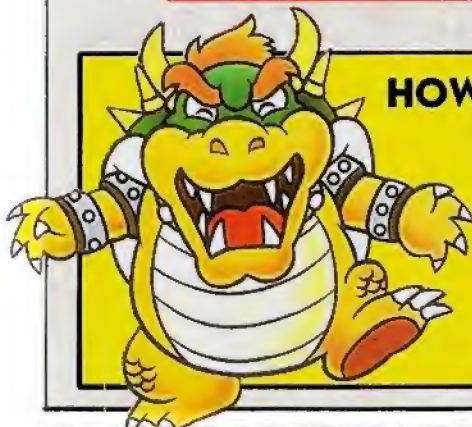


You'll go through a different final sequence depending on which path you take through the castle. In either one, watch out for the first Bowser statue's laser beam.

The blasts of fire that show up towards the end of the castle are flames from Bowser's bad breath. You'll have to memorize the pattern of these blasts to avoid them.



Bowser's Doom Room



HOW TO CONQUER THE KOOPA KING

As Bowser jumps around his room, his weight will shatter the bricks that make up the floor. If you can avoid being stomped or fried by Bowser's flaming breath for long enough, Bowser will defeat himself and fall through the floor. Congratulations! You've saved the Princess once again!





AMAZING ZELDA

The Legend of Zelda

54

Zelda II—The Adventure of Link

60

The Saga Of Link And Princess Zelda

When The Legend of Zelda hit the U.S. market in the summer of 1987, it changed the way people looked at video games. It was very popular in Japan, but U.S. players had never seen an adventure of its depth! And because it was the first battery-backed Game Pak, now they were able to save their progress. For the first time, a game became an on-going challenge. While earlier games challenged dexterity, this one challenged players' wits as well. Now they had to ponder clues and plan strategies. Link and Prin-

cess Zelda introduced not only the mythical land of Hyrule, but a whole new world of possibilities for adventure games.

As the tale begins, once-peaceful Hyrule is invaded by Ganon, a mysterious force who rules by force and terror. When he kidnaps Princess Zelda, the people are powerless to help her. Then a young lad, Link, steps forward and vows to return the Princess to her rightful realm.

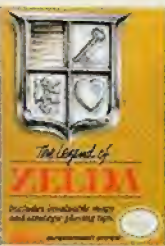
Link's quest takes him to the far corners of Hyrule and to nine Underworld labyrinths. Our Atlas is your complete guide to every Level. For the first time we've mapped all Levels of both Quests! Now you'll know where to find all of the items you'll need to complete the journey.



Zelda II—The Adventure of Link introduced a new perspective to adventure. When Link's walking through the country, he's seen from overhead, but when he enters a battle or a village, he's seen from the side. Villagers give him information, and sometimes they also give him special items and teach him

special techniques. Our overview map shows the layout of the countryside. Other detailed maps show the interiors of the various castles.

Link's two adventures have not only broken video game ground, they've also made him one of the most popular characters ever. What's in store for the future? The Super NES has capabilities just waiting to be explored!



THE LEGEND OF ZELDA™

©1986 NINTENDO OF AMERICA INC.

COLLECT THE EIGHT PIECES OF THE TRIFORCE AND SAVE ZELDA
Ganon casts an ominous shadow over Hyrule. Only young Link can challenge him and restore peace to the land.



HYRULE OVERWORLD

There are many items hidden in the Overworld that will aid Link as he searches out the evil Ganon. Use the map to find treasures, magic, weapons, and entrances to other levels. Explore each area thoroughly as you gain experience and strength.

DISCOVER SECRETS	
A	by moving Armos
B	by using Bombs
C	by using Candles
R	by pushing Rocks
T	by pushing Tombstones
W	by blowing Whistle

FIND DUNGEONS

Level 1 H-4	Level 5 L-1	Level 9 F-1 B
Level 2 M-4	Level 6 C-3	
Level 3 E-8	Level 7 C-5 W	
Level 4 F-5	Level 8 N-7 C	

FIND ITEMS

Choice of Heart Container	Heart Container	P-6
or Water of Life	Sword	H-8
	White Sword	K-1
H-5 C	Magical Sword	B-3 T
L-8 B	Letter	O-1
M-3 B	Power Bracelet	E-3 A
P-3		

OBTAIN RUPEES

10 B-6 C	30 H-7 B	30 N-3 B
30 B-8 B	30 I-3 C	30 N-4 A
100 C-7 C	30 I-5 C	10 O-5 A
30 D-2 B	10 L-6 C	100 P-1
30 G-6 C	100 L-7 C	

PAY RUPEES

B-1 B	E-2 B	K-7 C
D-1 B	H-1 B	N-8 B
D-7 C	I-7 C	O-2 B

FIND SHOPS & ITEMS

Location	Items	Magic Shield	Keys	Blue Candle	Enemy Bait	Hearts	Bombs	Wooden Arrows	Blue Ring
C-2 B		90			100	10			
E-4 A			80		60				250
E-5		130					20	80	
F-3		130					20	80	
G-3 B		90			100	10			
G-5 C		90			100	10			
G-7		160	100	60					
K-5		130					20	80	
M-1		160	100	60					
N-5 C		90			100	10			
O-8		160	100	60					
P-7		130					20	80	

GAMBLE

A-2 B	G-8 B	
G-2 B	M-8 B	P-2

OBTAIN INFORMATION

A-8	K-2
F-8	M-2 A

FIND FAIRIES

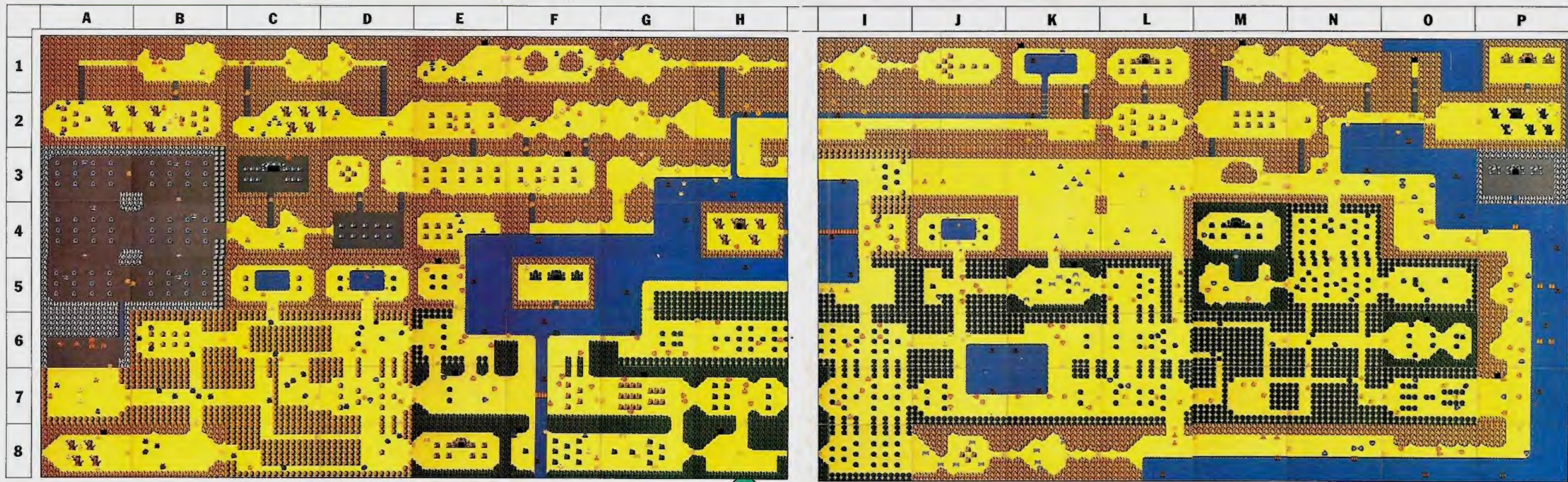
D-5	J-4
-----	-----

FIND WARP HALLS

D-3 R	J-8 R
J-5 R	N-2 R

FIND POTION SHOPS

D-4 B	E-7	I-8 C
E-1	H-3 B	L-5 C
		N-1 B



HYRULE DUNGEONS

Link must explore nine dungeons on his quest. Their entrances are located in the Overworld, as indicated in the table on pages 52–53. Each Level is named for its shape. The rooms of Level 1, for example, are laid out in the shape of an Eagle.

A KEY TO THE MAPS

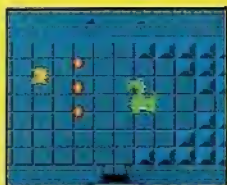
	Doors that you need keys to open
	Shutters
	Walls you'll have to blast with bombs
	Entrances to secret passages
	Arrows that show which way you can go

LEVEL 1

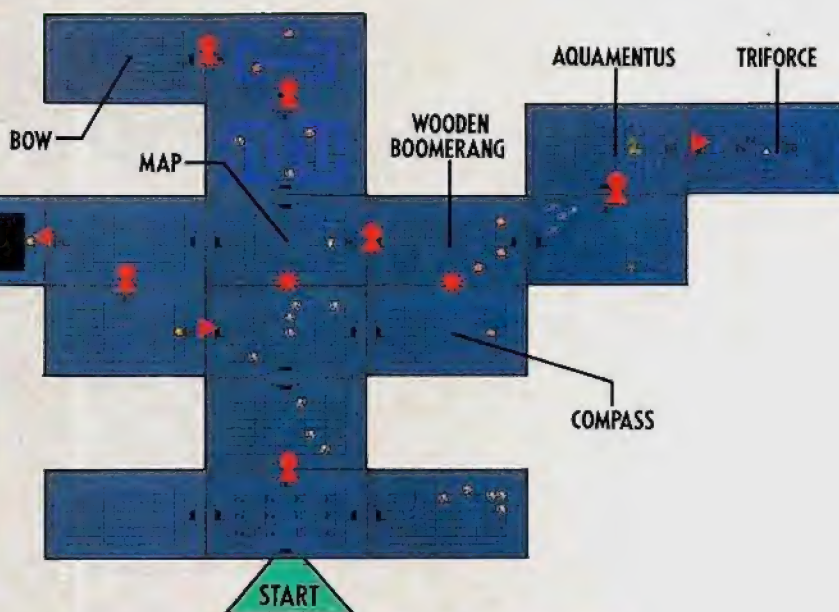
H-4

LEVEL 1: EAGLE

Level 1 is the Eagle. It houses, among other things, the Wooden Boomerang and a Heart Container. With five Heart Containers, you'll be able to get the White Sword from an old man in the Overworld. Aquamentus guards a piece of Triforce here.



Use the shield to deflect Aquamentus' fire and aim for its head.



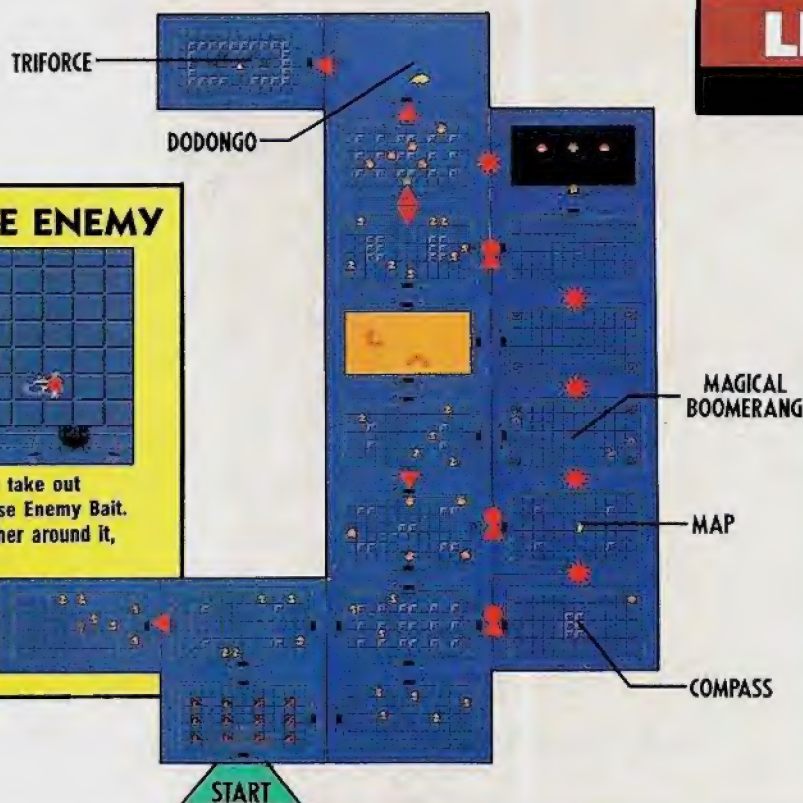
LEVEL 2

M-4

BAIT THE ENEMY



A quick way to take out Goriyas is to use Enemy Bait. When they gather around it, either bomb them or use one of your other weapons.



LEVEL 2: MOON

Shaped like a crescent moon, Level 2 yields a Magical Boomerang and lots of Rupees. Dodongo is a tough character, but an old man will tell you how to beat him. Once you've cleared the level, pick up Rupees.

Dodongo is thick-skinned and hard to hurt. He eats anything—feed him bombs.



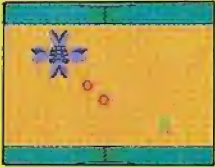


LEVEL 3

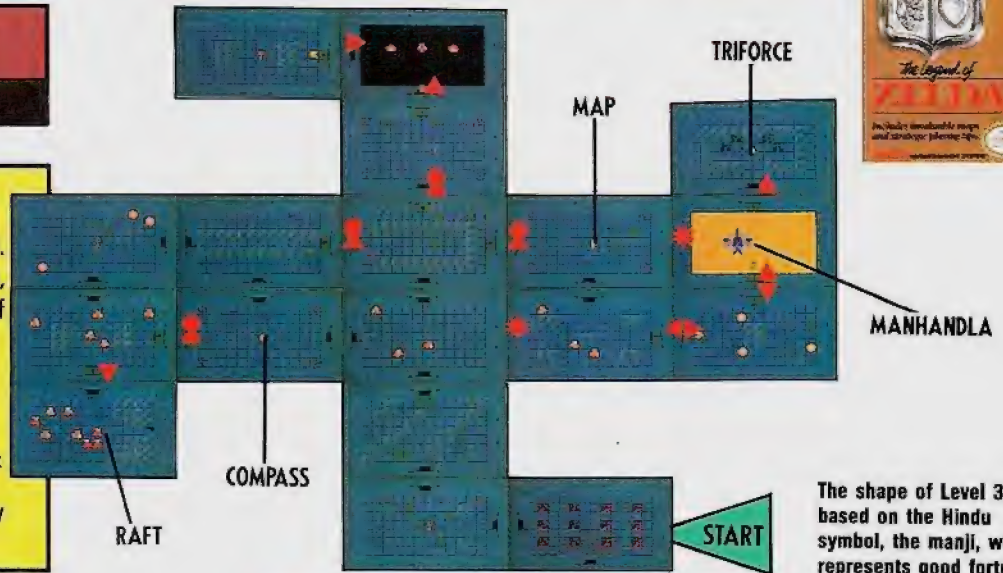
E-8

LEVEL 3: MANJI

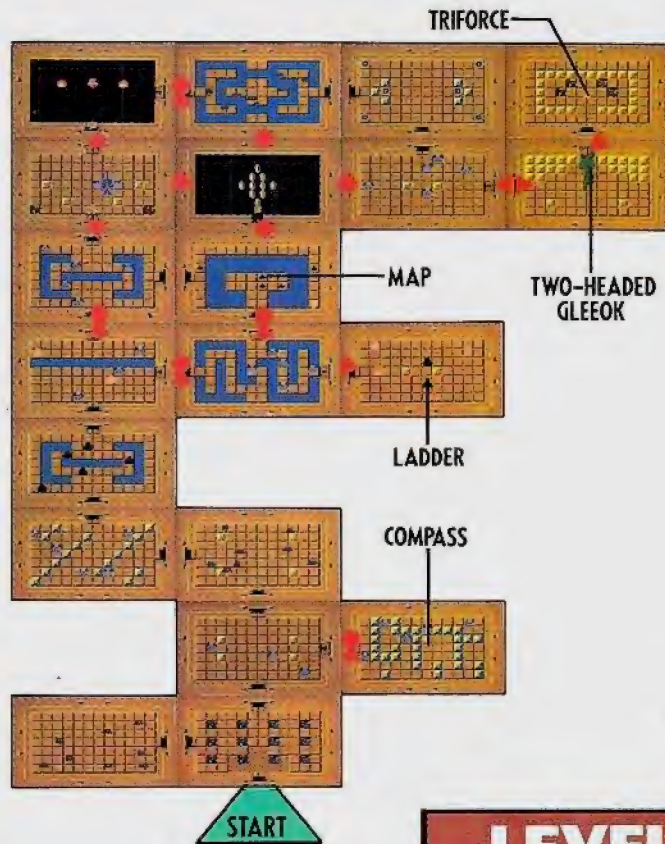
You'll find the Raft in this, the Manji level. The fighting is much fiercer than before, and most of the action takes place in one of the four Darknut rooms.



Even a Magical Shield is no match for Manhandla. Plant a Bomb directly under him to destroy him in one shot.



The shape of Level 3 is based on the Hindu symbol, the manji, which represents good fortune.



LEVEL 4

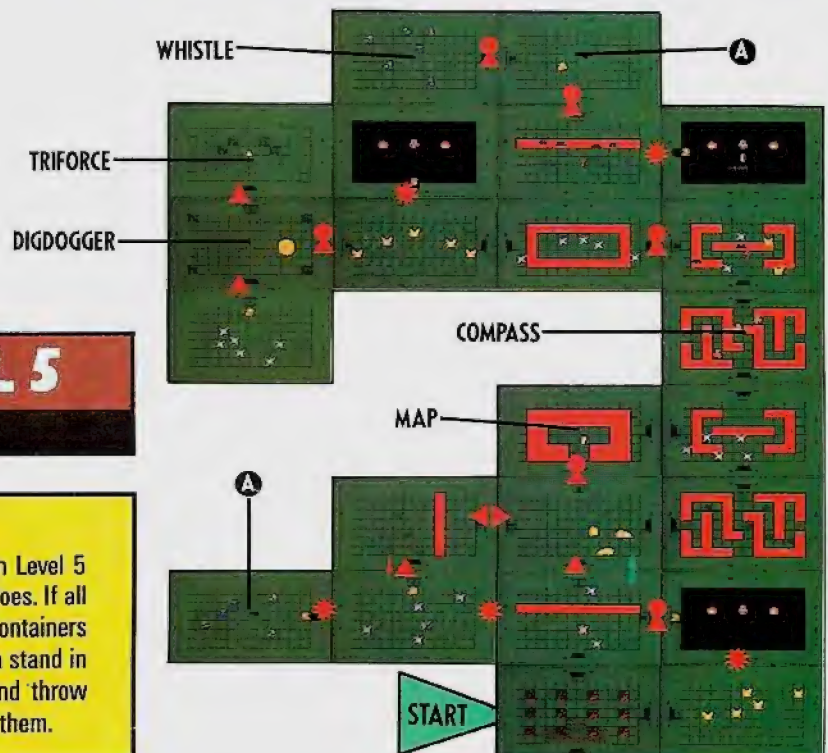
F-5

LEVEL 4: SNAKE

Buy the Blue Candle before entering Level 4. You won't be able to see a thing in the dark rooms here without it. Link can pick up a valuable item, the Ladder, in the room with the Like Likes. Search thoroughly after destroying them.



Strike the Two-Headed Gleeok repeatedly on its heads.



LEVEL 5

L-1

LEVEL 5: LIZARD

Digdogger hates music. Shrink him down to size by using the whistle.



The Darknuts in Level 5 are formidable foes. If all of your Heart Containers are full, you can stand in the doorway and throw your sword at them.

LEVEL 6

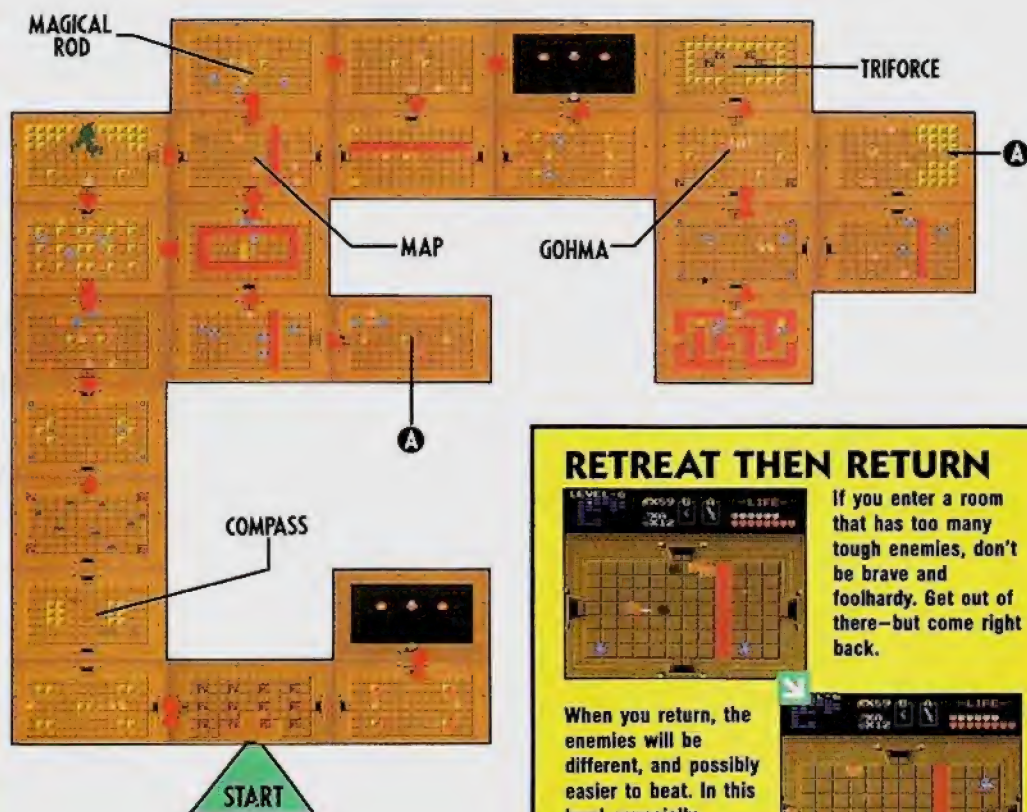
C-3

LEVEL 6: DRAGON

This is the toughest level yet. Wizzrobes and Like Likes are tough individually; combined, they're next to impossible. Keep moving! Beat the Wizzrobes first, then concentrate on the slower-moving Like Likes.



Gohma, a very crabby character, guards the Triforce in Level 6. His tough shell repels every attack, but he does have a weakness. Use your arrow and aim directly for his eye when it's open.



RETREAT THEN RETURN



If you enter a room that has too many tough enemies, don't be brave and foolhardy. Get out of there—but come right back.

When you return, the enemies will be different, and possibly easier to beat. In this level especially, retreating can work to your advantage.



LEVEL 7

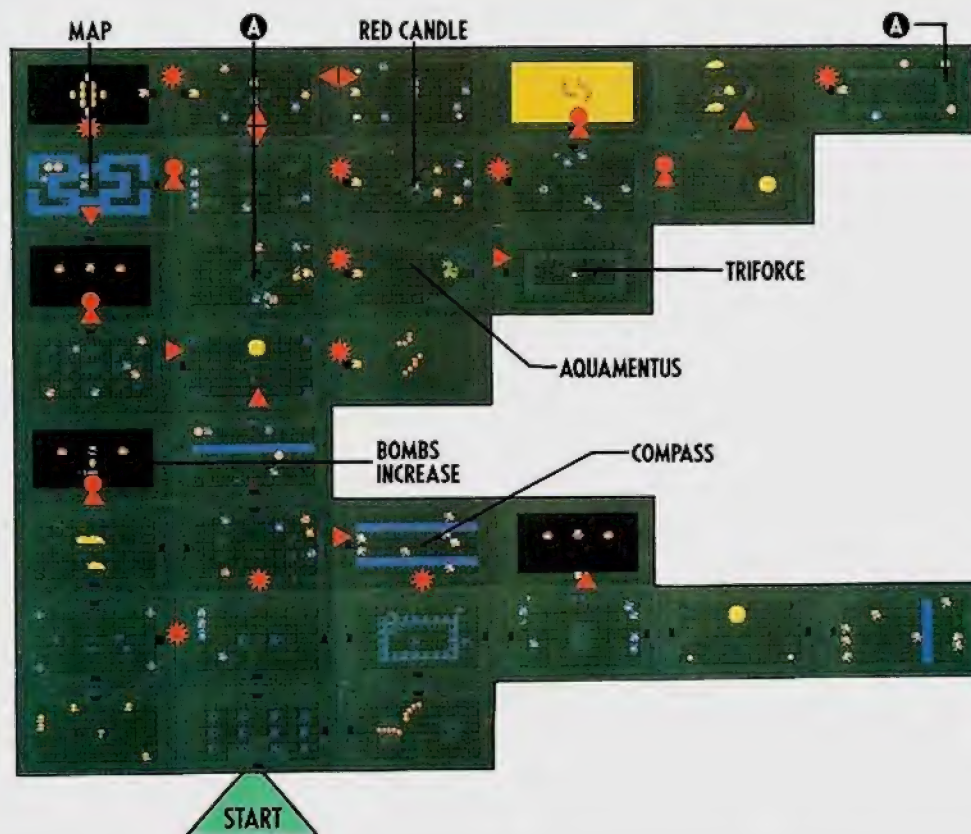
C-5

LEVEL 7: DEMON

Before entering, have Enemy Bait and at least 100 Rupees. You must beat all of the Wallmasters in the tip of the nose room before discovering a secret stairway, but a clock freezes Wallmasters in the walls. If a clock appears, leave it!



To reach the hidden staircase that connects the two A's, go through the room with the Red Candle. This room does not appear on your map, but it's there. Bomb into it to get the candle.





LEVEL 8: LION

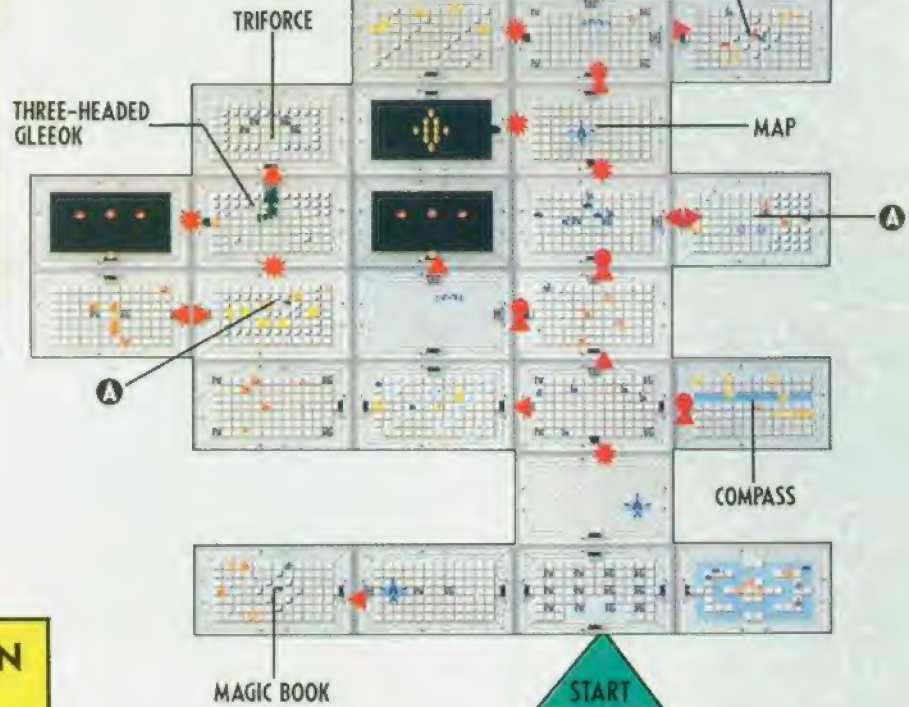
Level 8 has many enemies and several hidden passages. Plan your path to avoid your enemies when possible and be sure to pick up the Magical Key. Try bombing or walking through every wall.



If you thought the Two-Headed Gleeok was bad, wait until you face the three heads of this one! Hit them repeatedly with your sword.

LEVEL 8

N-7

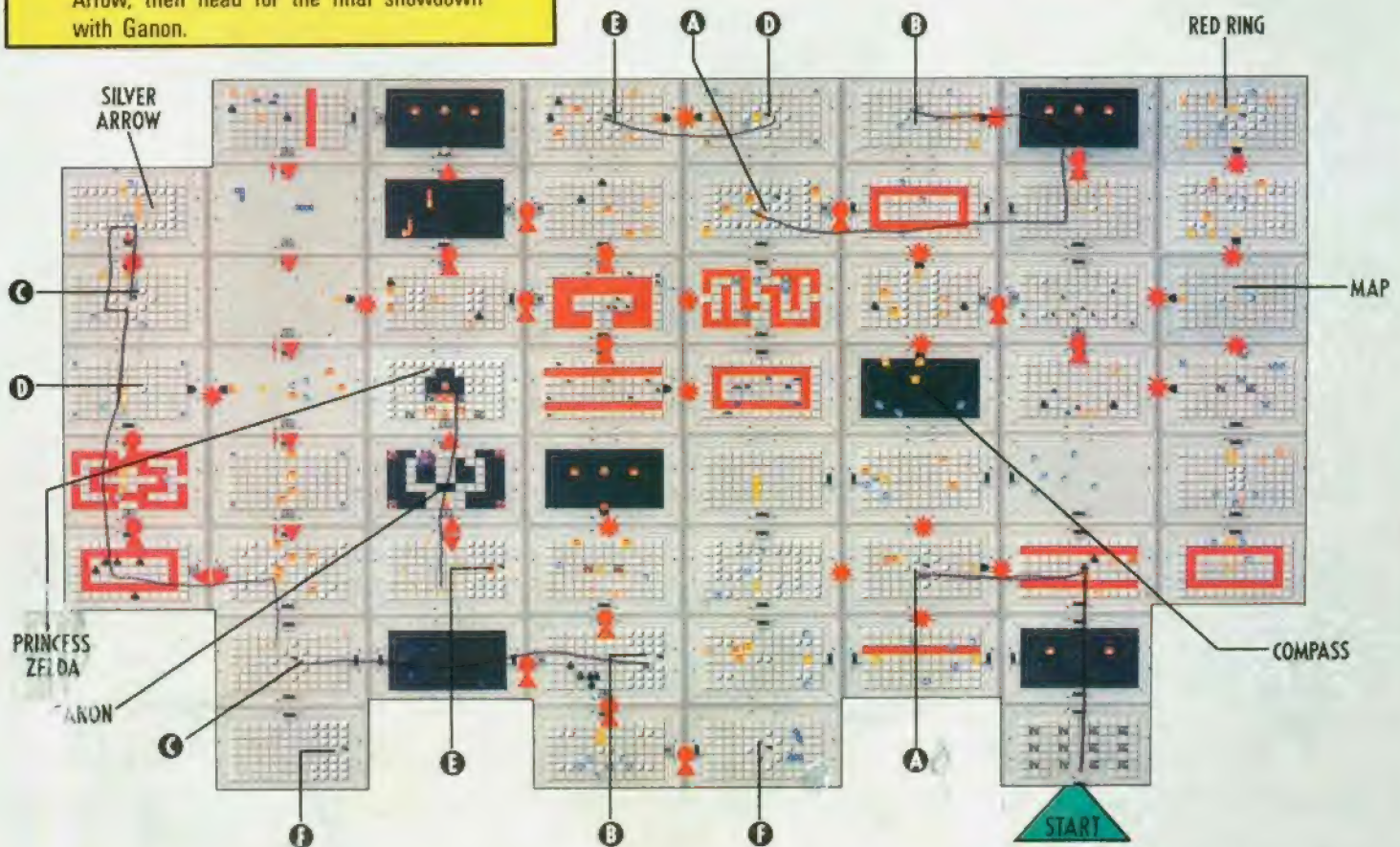


LEVEL 9

F-1

LEVEL 9: DEATH MOUNTAIN

Level 9 has lots of hidden passages. Check everywhere! Get the Red Ring and the Silver Arrow, then head for the final showdown with Ganon.



SECOND QUEST

HYRULE OVERWORLD

The Overworld map to the Second Quest may look like the First Quest map, but the similarities end there. Don't expect to find items hidden in the same places, and don't look for entrances to the levels where they were before, either. In the Second Quest, many walls are just illusions. Try walking through them everywhere. You'll find that the Whistle is more useful than ever.

DISCOVER SECRETS

A	by moving Armos
B	by using Bombs
C	by using Candles
R	by pushing Rocks
T	by pushing Tombstones
W	by blowing Whistles

FIND WARP HALLS

D-3 **R** J-8 **R**
J-5 **R** N-2 **R**

GAMBLE

A-2 **B** G-2 **B** M-8 **B**
A-7 **W** G-8 **B** P-2

OBTAIN INFORMATION

A-8 K-2
F-8 M-2 **A**

FIND FAIRIES

D-5 J-4 L-1

FIND DUNGEONS

Level 1 H-4 Level 6 A-4 **T**
Level 2 E-4 **A** Level 7 M-7 **C**
Level 3 M-4 **W** Level 8 J-2 **B**
Level 4 L-2 **R** Level 9 A-1 **B**
Level 5 F-5

PAY RUPEES

B-1 **B** D-7 **C** I-7 **C** O-2 **B**
C-8 **C** E-2 **B** K-7 **C**
D-1 **B** H-1 **B** N-8 **B**

FIND POTION SHOPS

C-1 **B** E-7 J-3 **W**
D-4 **B** I-2 **B** L-5 **C**
E-1 I-8 **C** N-1 **B**

FIND ITEMS

Choice of Heart
Container or Water
of Life

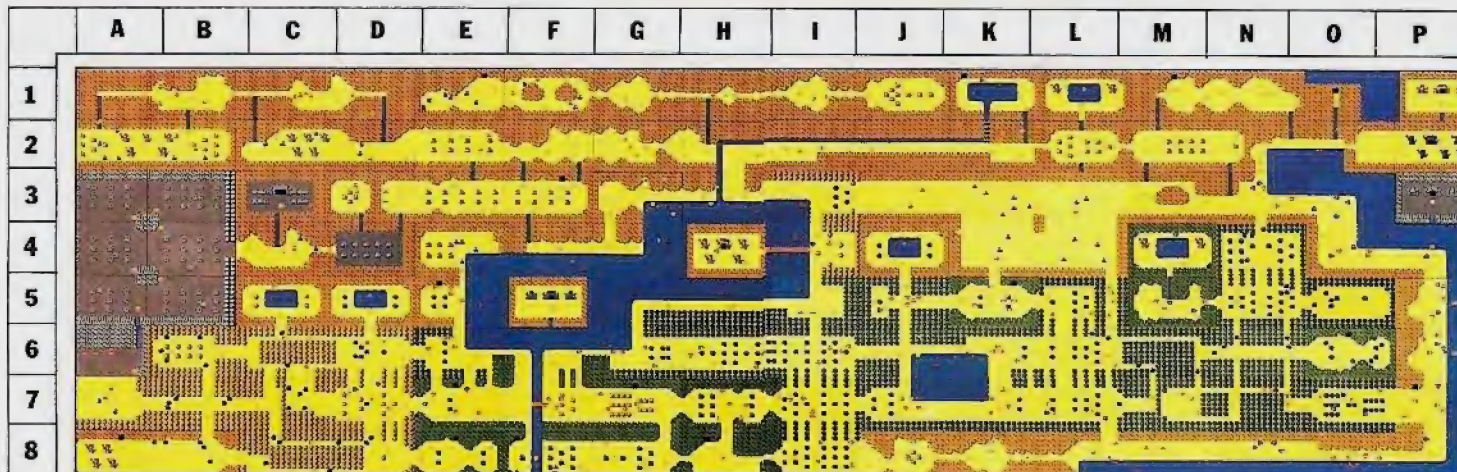
Heart Container P-6
A-3 **T** Sword H-8
G-1 **W** White Sword K-1
K-4 **W** Magical Sword J-1 **R**
P-3 Letter B-2 **R**
Power Bracelet E-3 **A**

OBTAIN RUPEES

10 B-6 **C** 30 I-3 **C** 30 N-3 **B**
30 C-3 30 I-5 **C** 30 N-4 **A**
30 D-2 **B** 30 I-6 **W** 10 O-5 **A**
100 D-6 **C** 10 L-3 **W** 10 O-7 **W**
10 G-6 **C** 10 L-6 **C**

FIND SHOPS

Location	Items	Magic Shield	Key	Blue Candle	Enemy Bait	Hearts	Bombs	Wooden Arrows	Blue Ring
C-2 B		90			100	10			
E-5		130					20	80	
E-8		160	100	60					
F-2 B		160	100	60					
F-3		130					20	80	
G-3 B		90			100	10			
G-5 C		90			100	10			
G-7		160	100	60			20	80	
K-5		130					20	80	
M-1		160	100	60					
N-5 C		90			100	10			
O-1		160	100	60					
O-8		160	100	60					
P-1			80		60				250
P-7		130					20	80	



START



SECOND QUEST

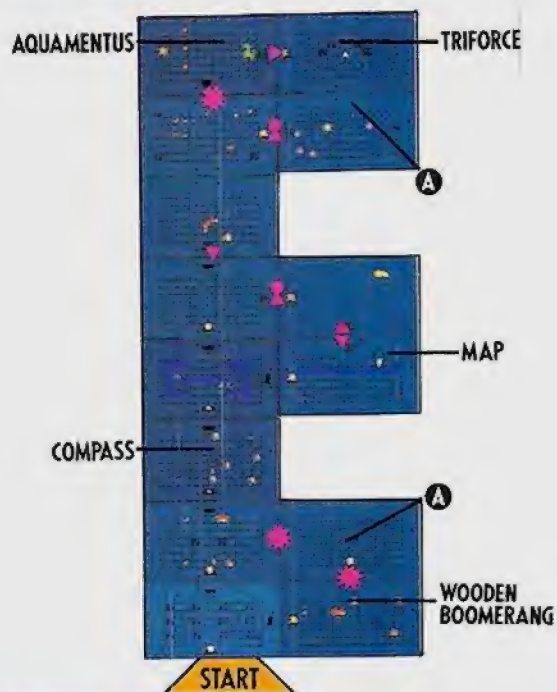
HYRULE DUNGEONS

In the Second Quest, you'll find it helpful to walk through walls to discover otherwise invisible passages. You never know where

the technique will work, so try it on walls everywhere. See the key on page 60 for the locations of important items.

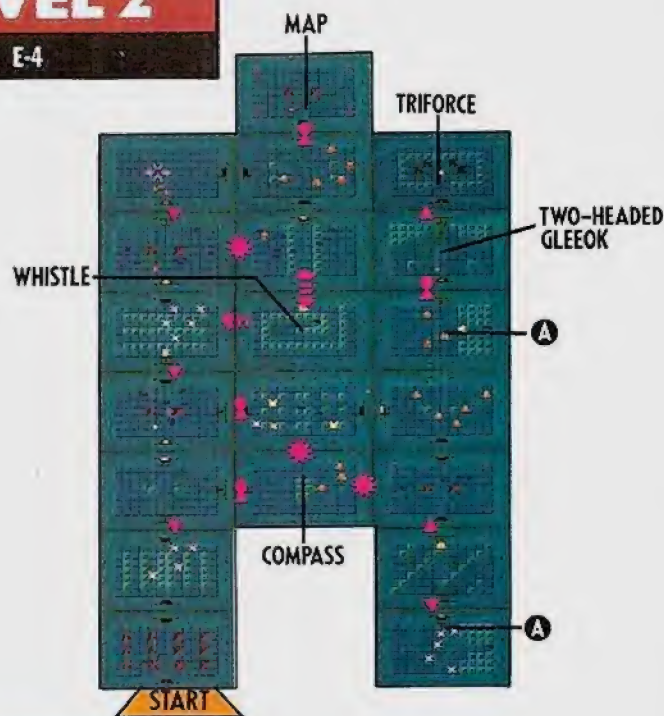
LEVEL 1

H-4



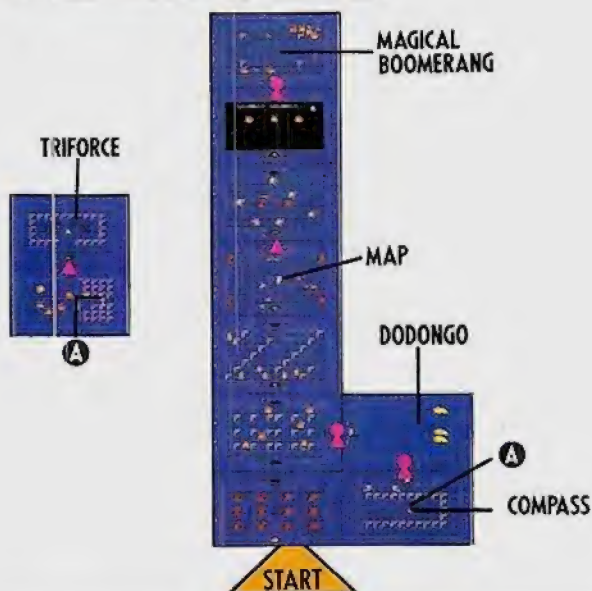
LEVEL 2

E-4



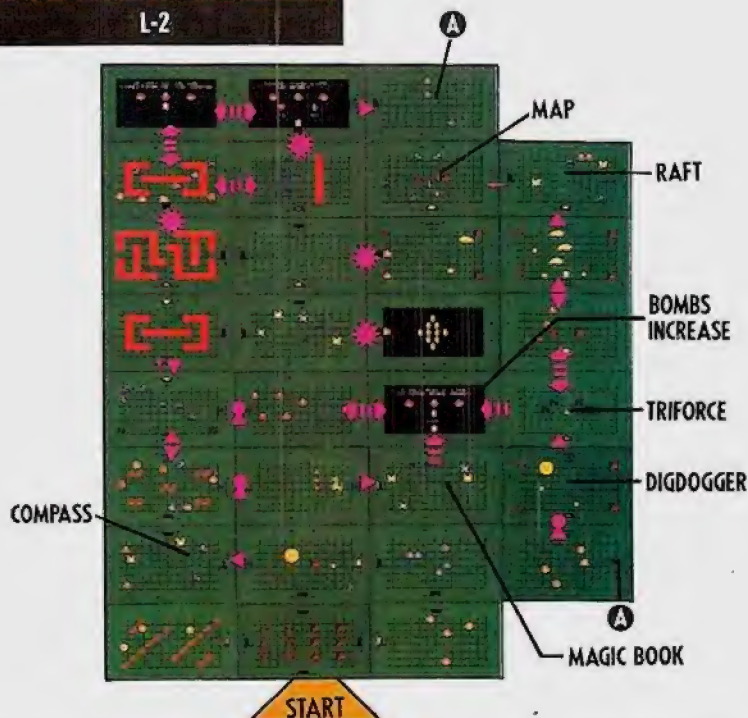
LEVEL 3

M-4



LEVEL 4

L-2

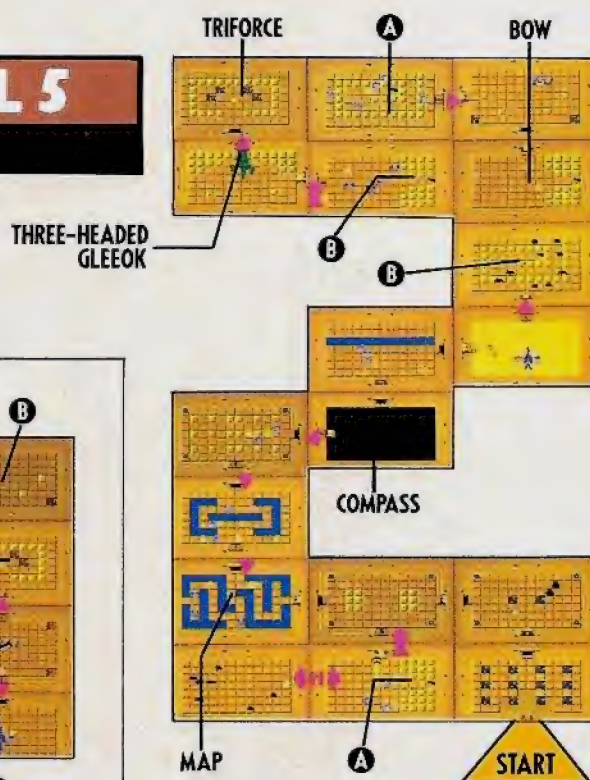


A DESCRIPTION OF THE MAP

	Doors that require keys
	Shutters
	Invisible doors (Walk through the walls)
	Walls that you can blast with Bombs
	Entrances to Secret Passages
	Arrows that show which way you can go

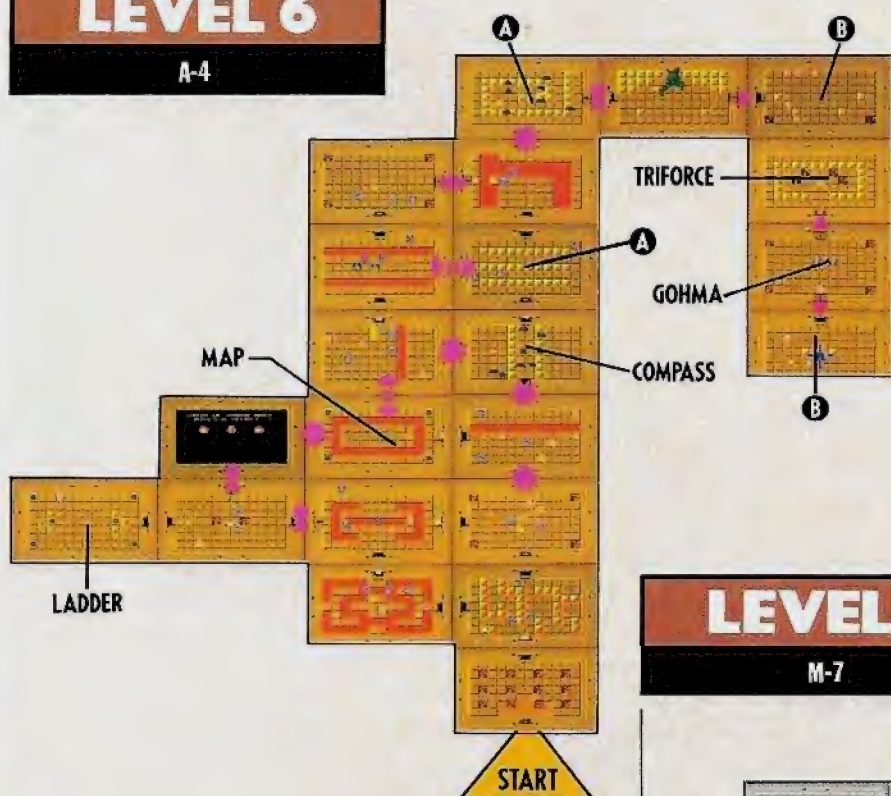
LEVEL 5

F-5



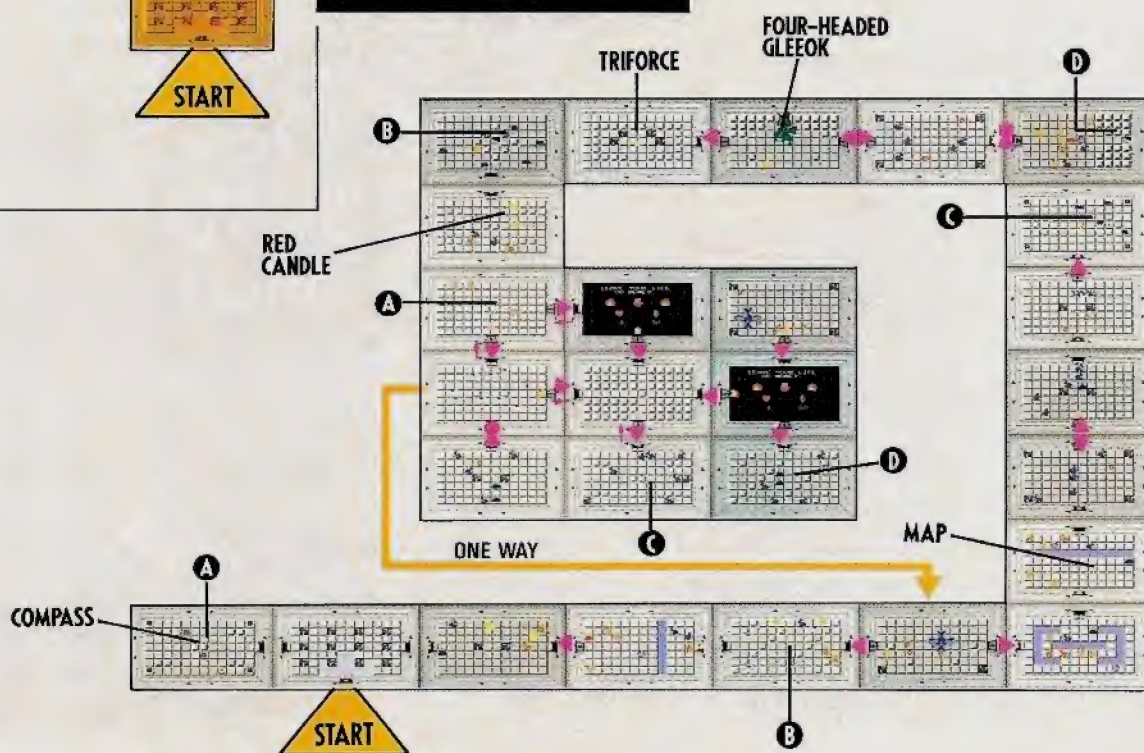
LEVEL 6

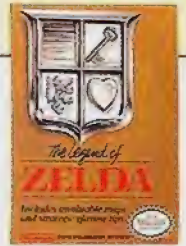
A-4



LEVEL 7

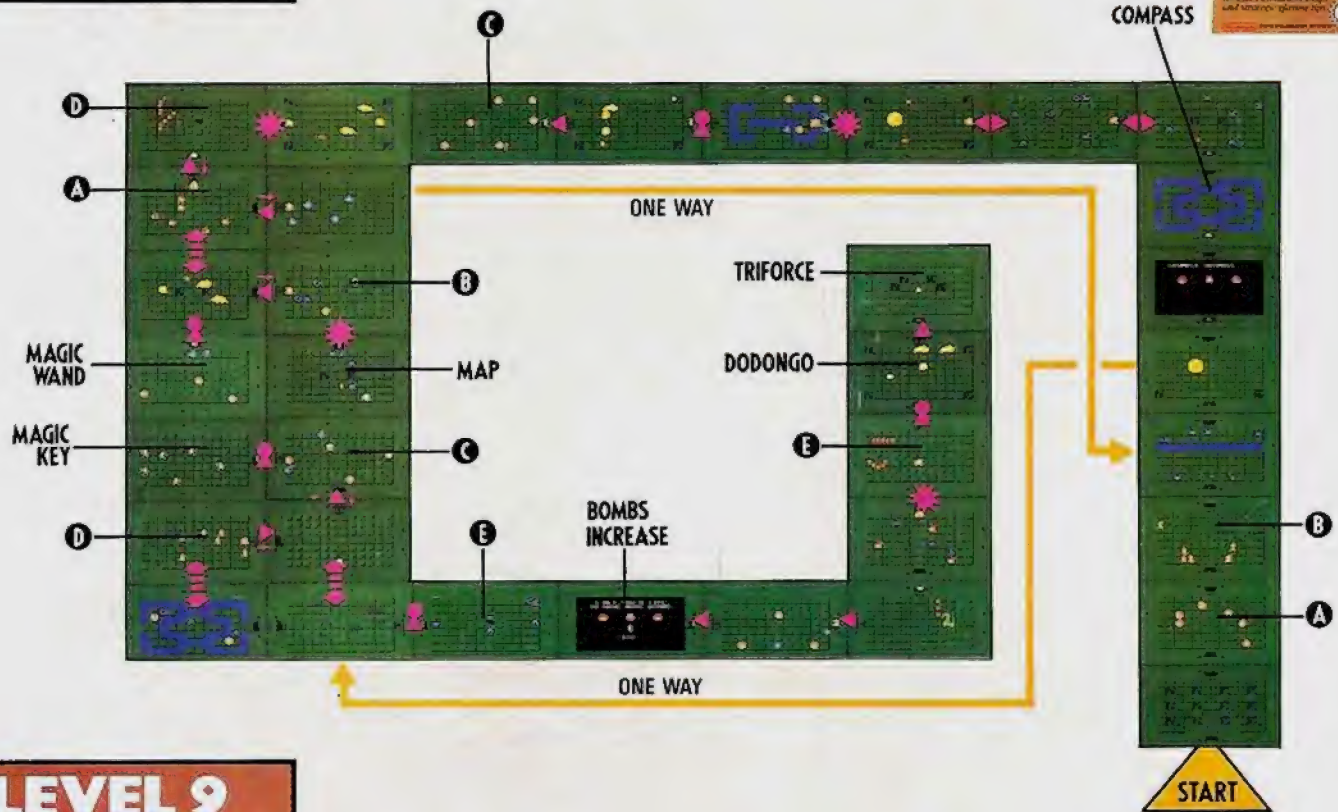
M-7





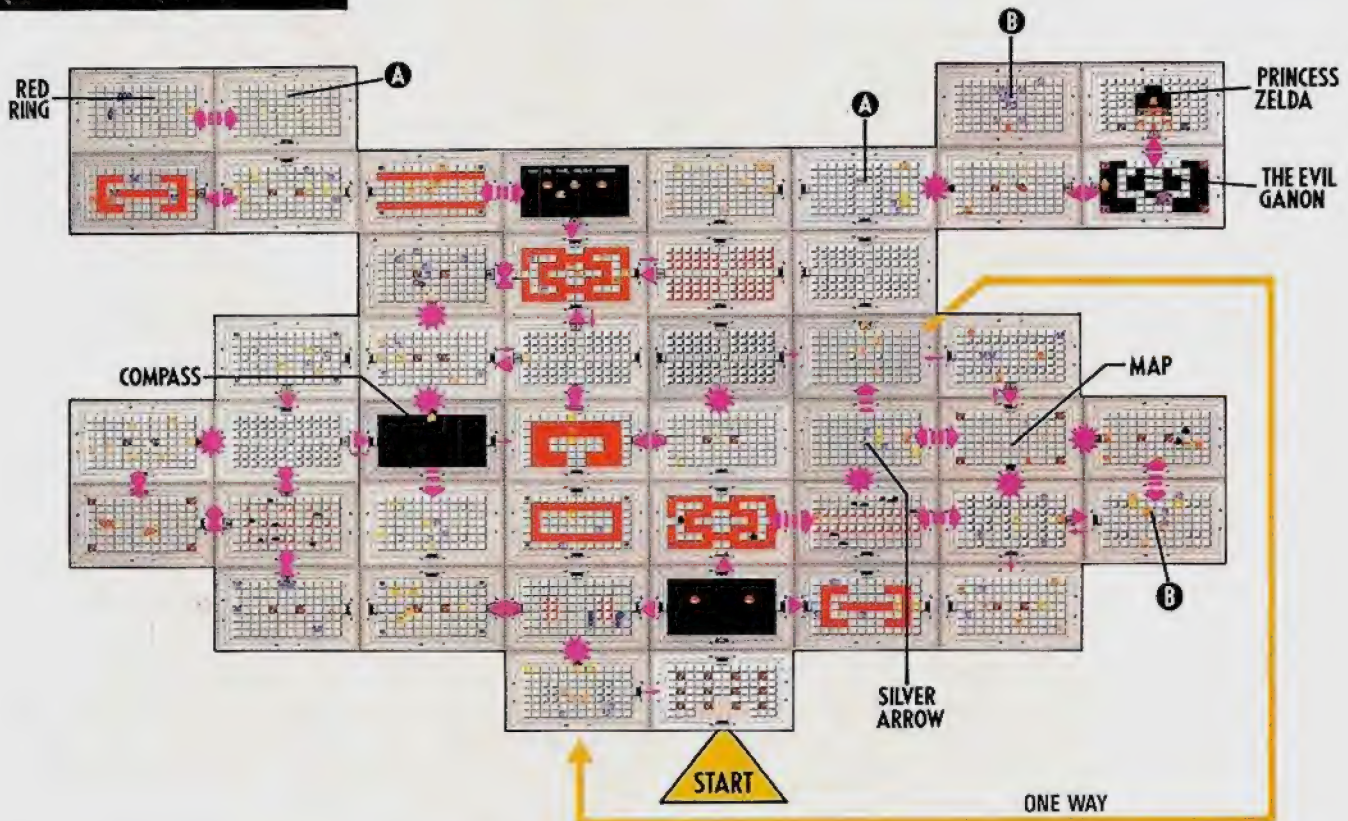
LEVEL 8

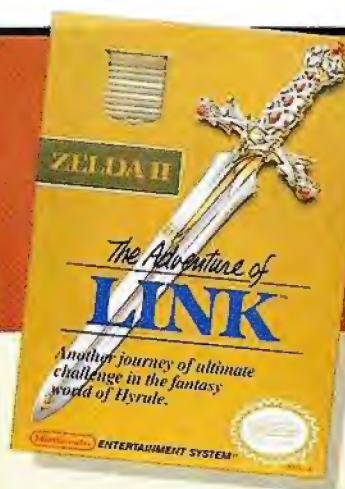
1-2



LEVEL 9

A-1





THE ADVENTURE OF LINK™

TM Nintendo of America Inc.



LINK RETURNS TO HYRULE

Only Link can find Princess Zelda and break the sleeping spell cast by Ganon. He must be not only brave but wise enough to make sense of the many clues he finds on the way.

HYRULE THE OVERWORLD

As you can see on the Overworld map, Hyrule has rugged, varied terrain and many villages to explore. Although you can travel many paths, if you follow the numbered locations in sequence, you'll be taking the most direct route. Sometimes you'll have to retrace your steps and visit particular places or people more than once.



VILLAGERS KNOW MANY SECRETS

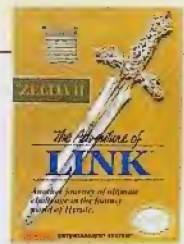
Be observant and learn from the people you meet. Townspeople give clues that help Link on his journey, and they also teach special techniques and magical wonders that are vital to his success. For example, a Knight in Mido teaches the Downthrust technique, and someone in Darunia teaches the Upthrust.



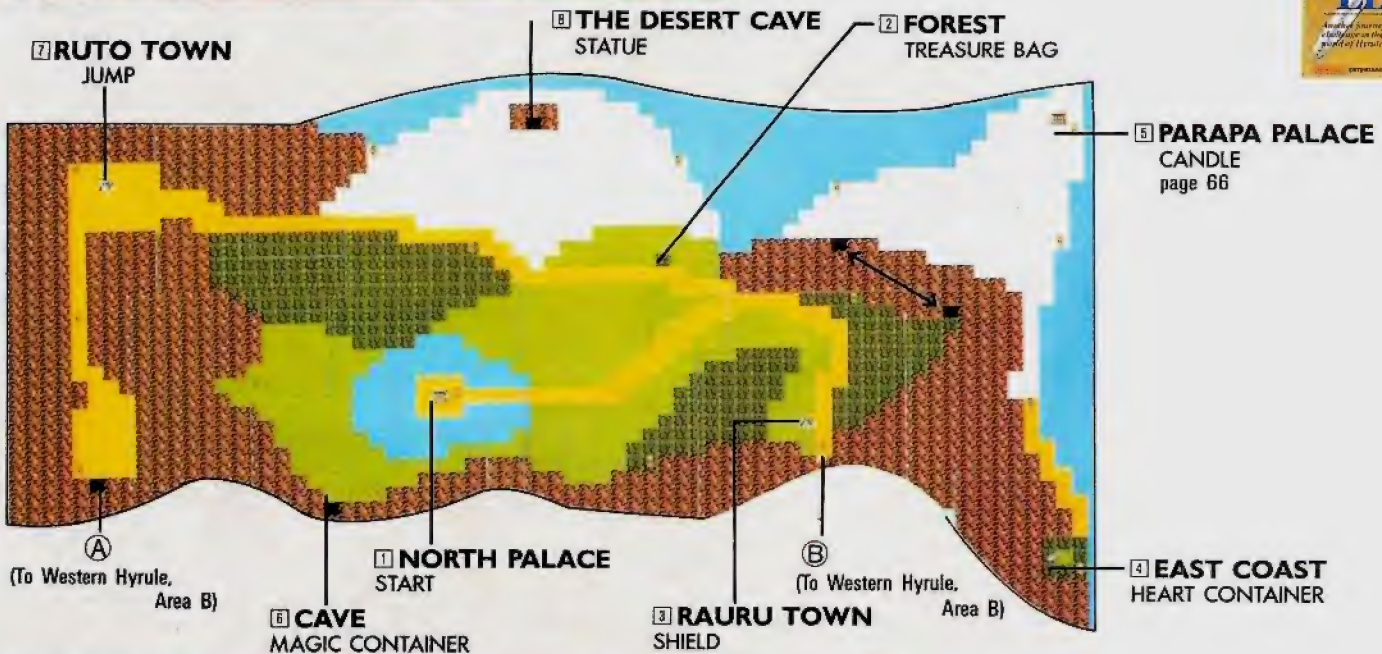
EXPERIENCE PAYS OFF

As Link gains battle experience, he increases his powers of Attack, Magic and Life. On his trek, he encounters enemies of varying strengths. If he touches an enemy, he immediately enters a side-view battle scene. If you can't beat a particular enemy early in the game, try again after you've gained experience.

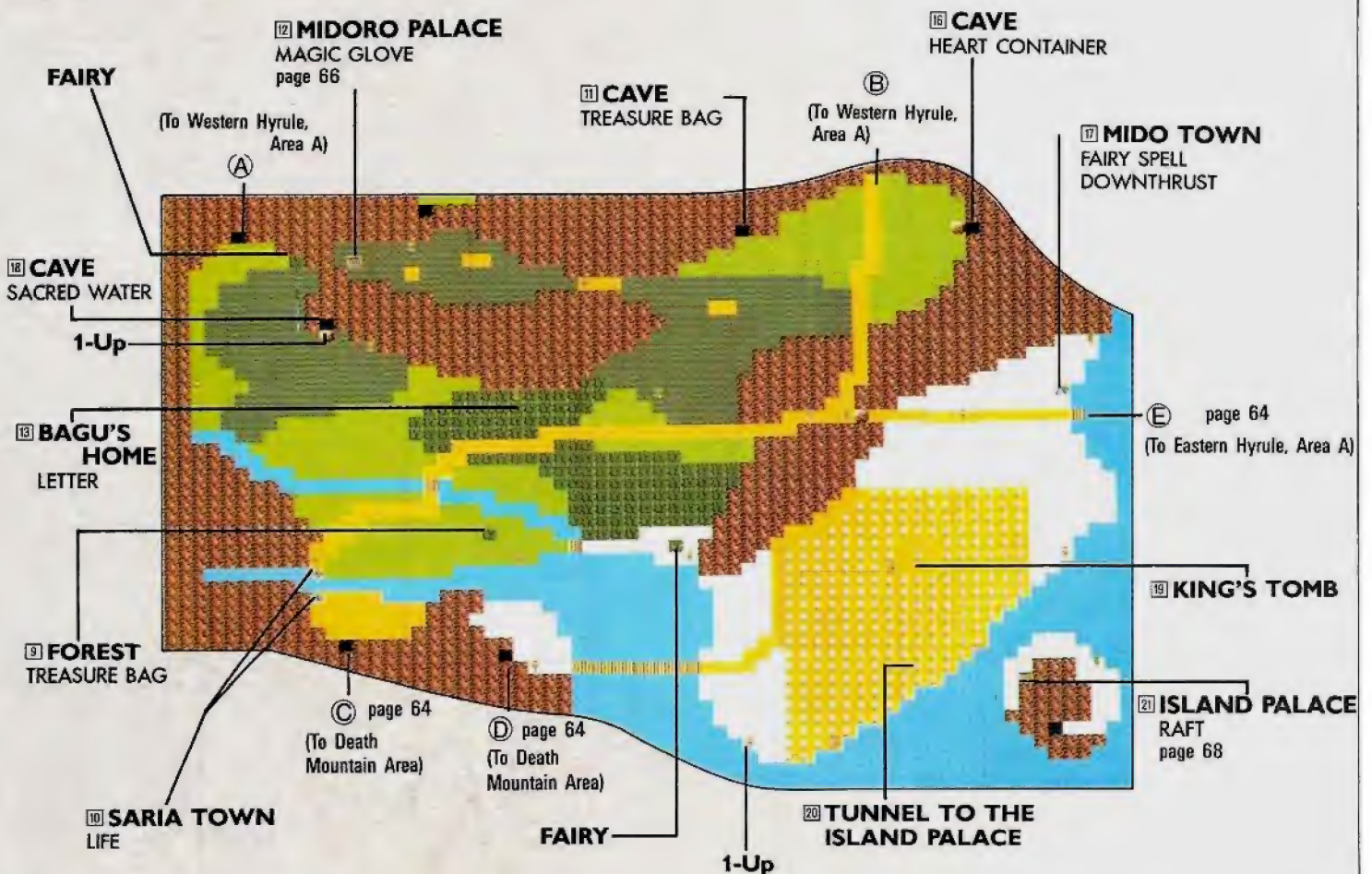




WESTERN HYRULE: AREA A

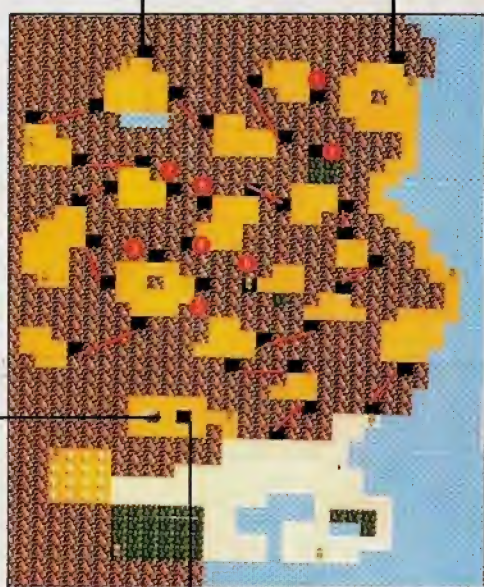


WESTERN HYRULE: AREA B



DEATH MOUNTAIN AREA

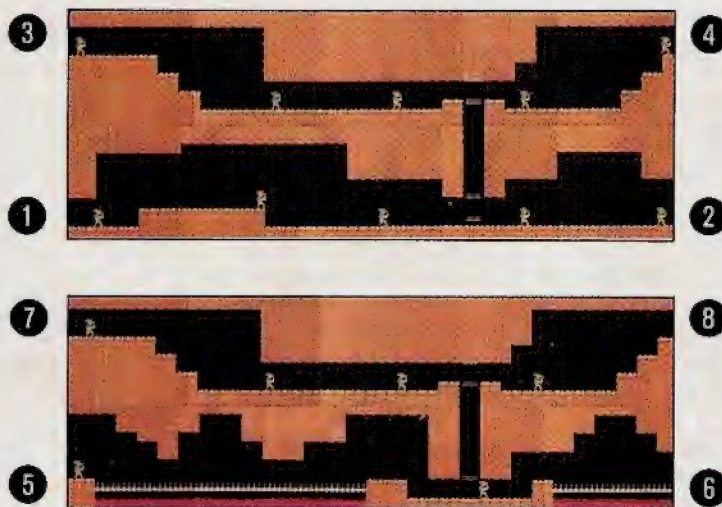
© page 63 (To Western Hyrule, Area B) ① page 63 (To Western Hyrule, Area B)



15 SPECTACLE ROCK
MAGIC CONTAINER

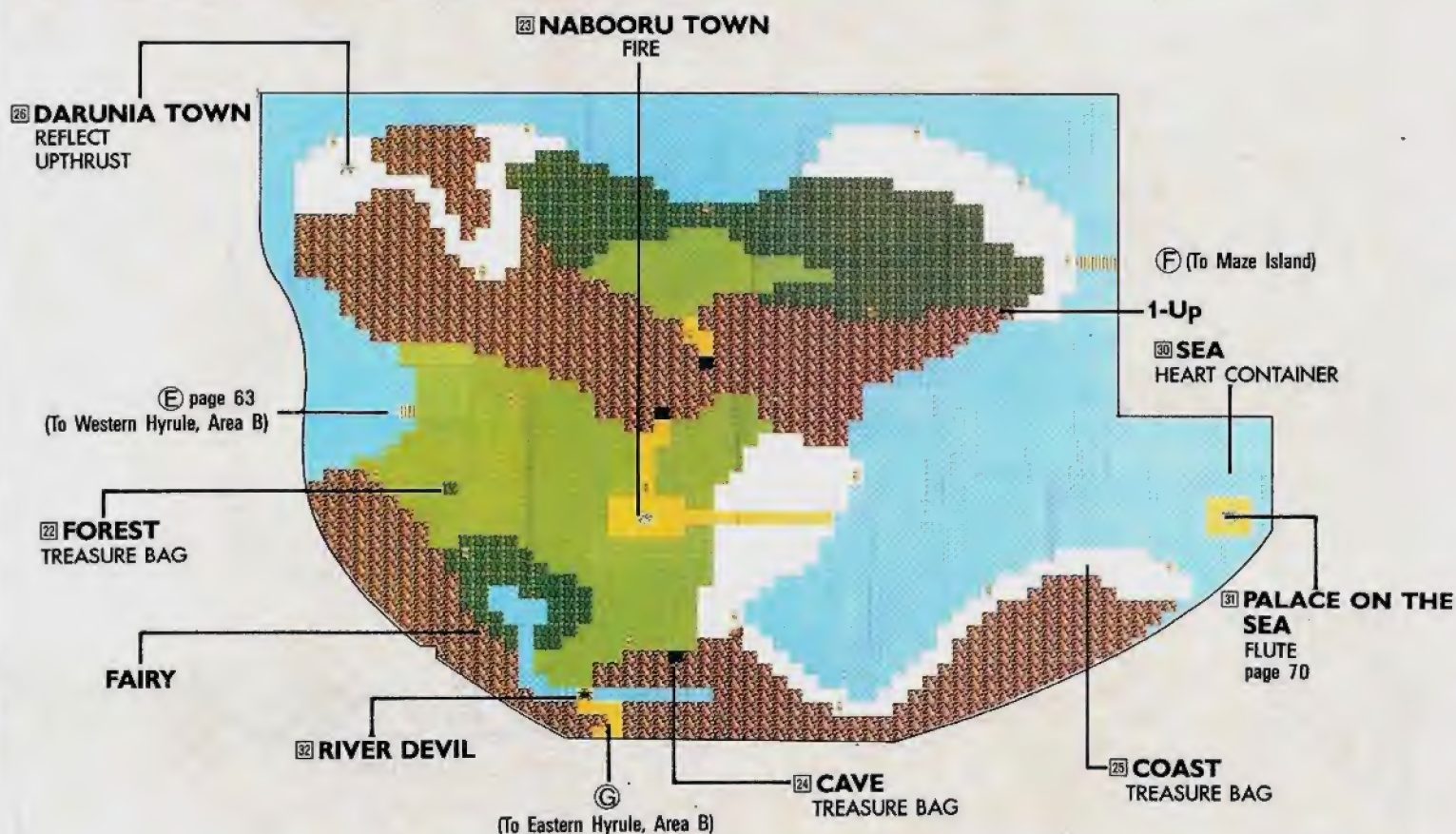
14 SPECTACLE CAVE
HAMMER

The many tunnels in the Death Mountain Area form a maze. If you follow them in the right sequence, you'll find precious items.



This area of the map should look familiar if you explored Spectacle Rock in The Legend of Zelda. Compare it to the map on page 52.

EASTERN HYRULE: AREA A



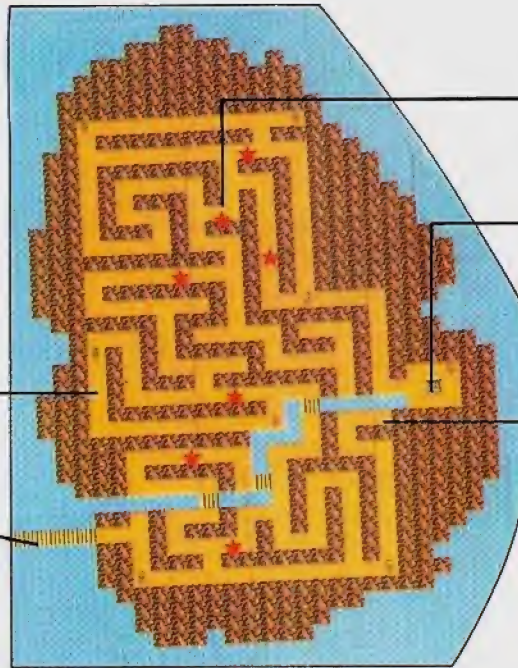


MAZE ISLAND

Maze island is mind-boggling. The stars on the map, right, show where enemies, like Killer Bees and Tektites, await.

26 CAVE
MAGIC CONTAINER

(F) (To Eastern Hyrule, Area A)



RED MAGIC JAR
ENEMIES

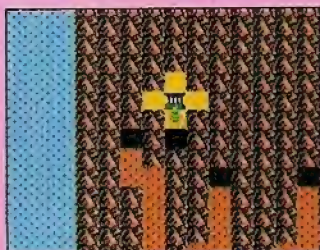
29 MAZE PALACE
WINGED BOOTS
page 68

27 CAVE
CHILD

EASTERN HYRULE: AREA B

You'll find the Thunder Magic in this area, but you can't get it until you've collected all eight Magic Containers.

39 GREAT PALACE
page 72



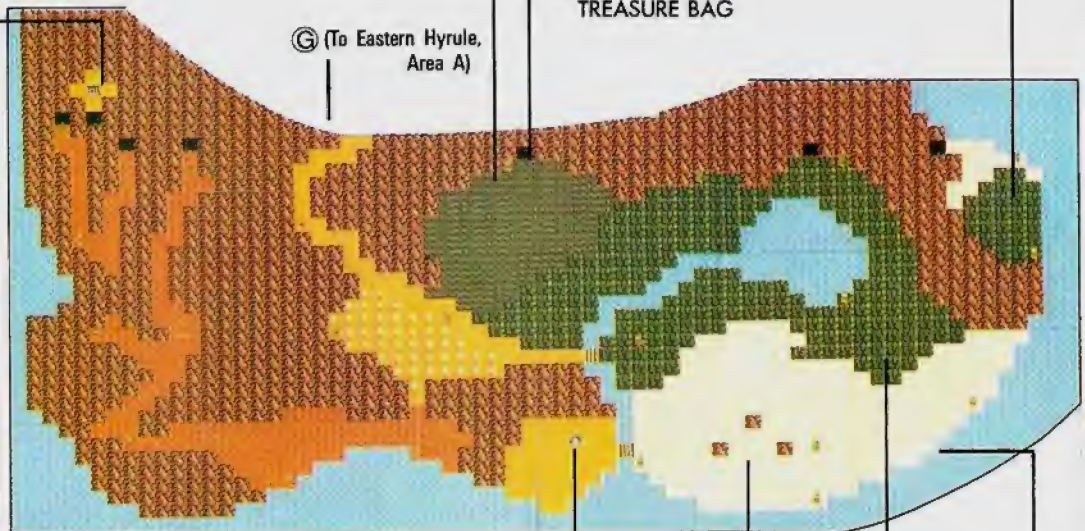
The journey to the Great Palace is arduous and many fierce enemies block your path. If your Experience Level is high, pick up a 1-Up. If it's not, have men in reserve.

(G) (To Eastern Hyrule, Area A)

1-Up

33 CAVE
TREASURE BAG

35 NEW KASUTO TOWN
SPELL
MAGIC KEY
MAGIC CONTAINER



34 OLD KASUTO TOWN
THUNDER

38 THREE-EYE ROCK
PALACE
CROSS
page 70

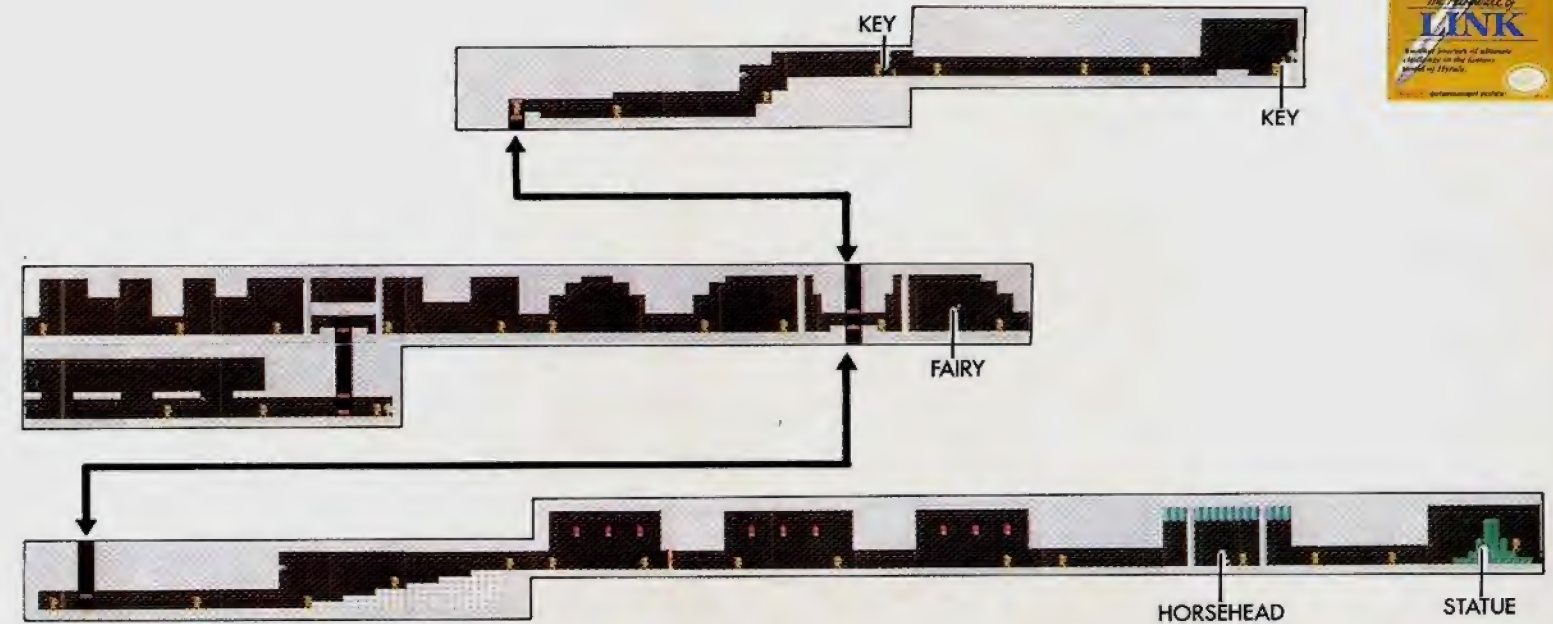
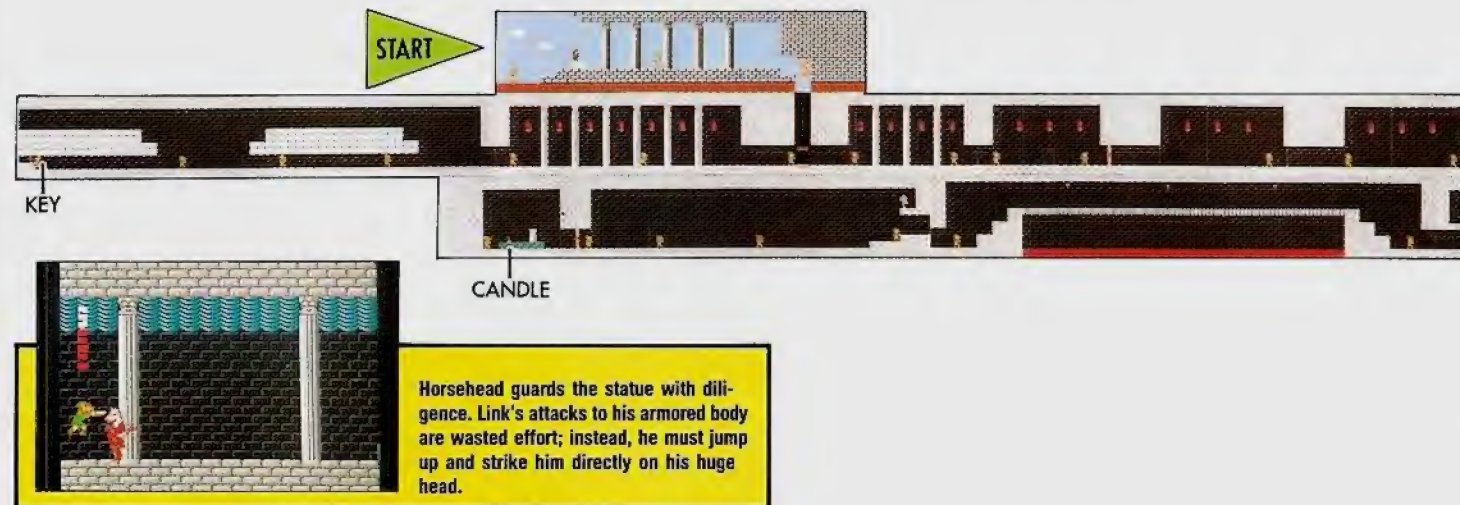
36 FOREST
TREASURE BAG

37 COAST
HEART CONTAINER



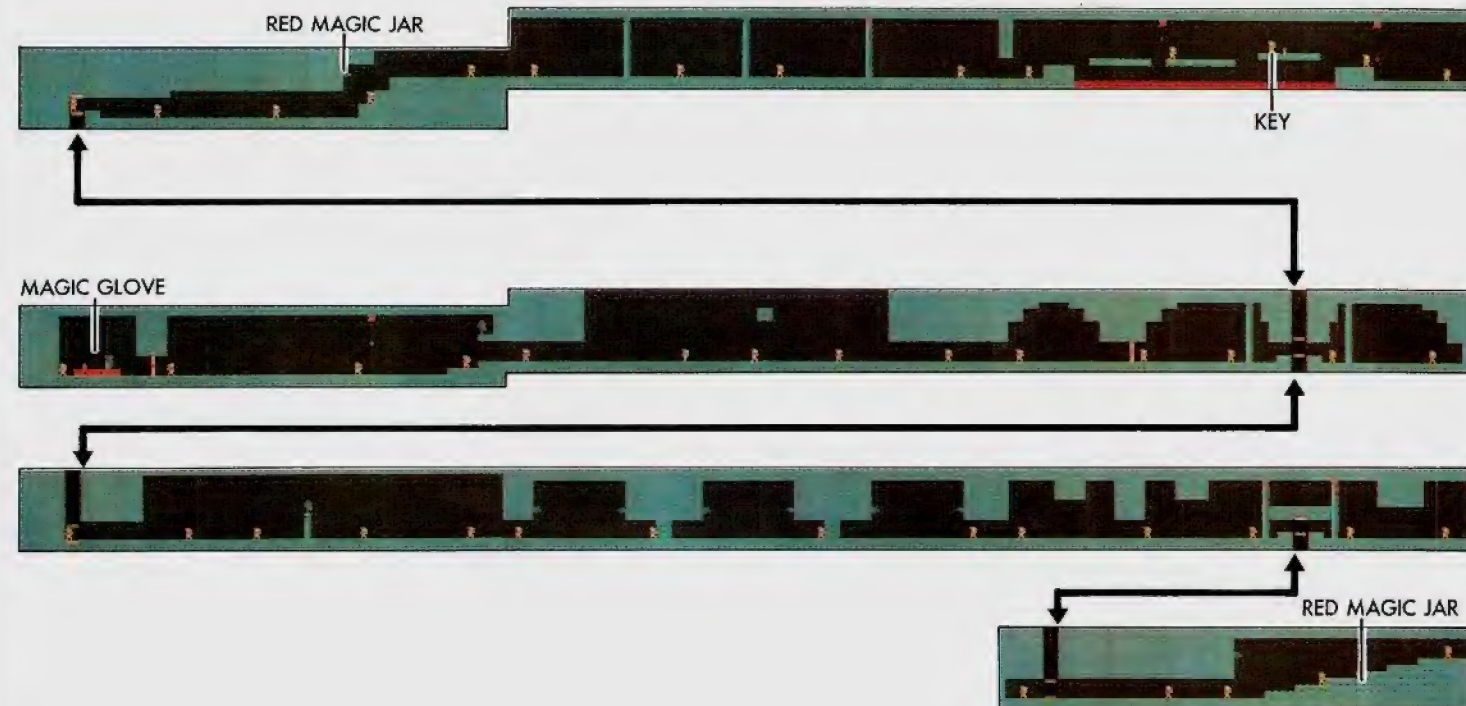
PARAPA PALACE

Pass the silent guardian and enter the first of the Palaces, Parapa. You'll find that the bridges here aren't built to last. They begin to crumble as you step on them, so hurry across and collect the keys and candle. You'll have to pass the guardian, Horsehead, to reach the statue and place the crystal, and he's a horse of a different color!



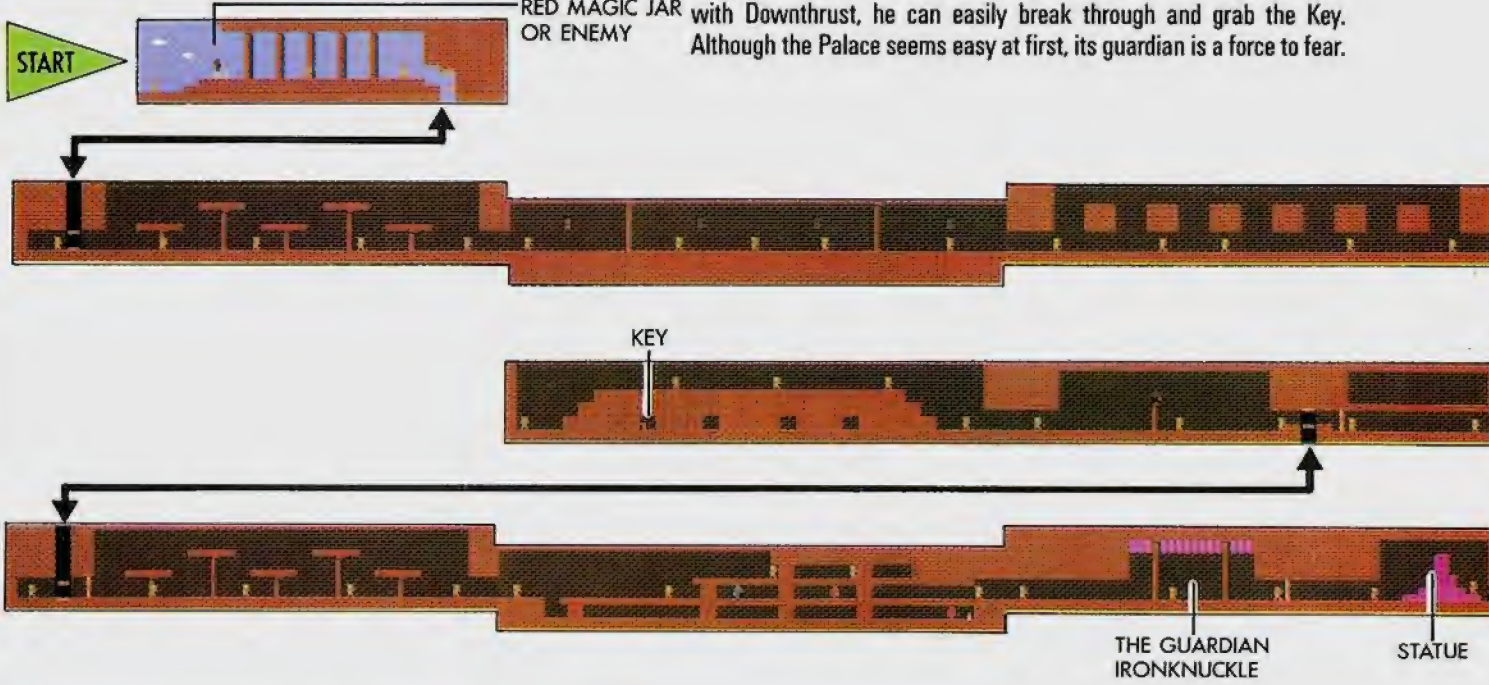
MIDORO PALACE

As you enter, strike the statue at the Palace door. When you do, either a Red Magic Jar or an Ironknuckle will appear. If it's the enemy, quickly run off the screen and return to try again. A very handy tool, the Glove, lies in this Palace. To reach it, Link must dodge falling rocks, which form walls behind him. With the Glove, Link can easily break down certain stone walls to continue his journey towards the helmet-headed Palace guardian.



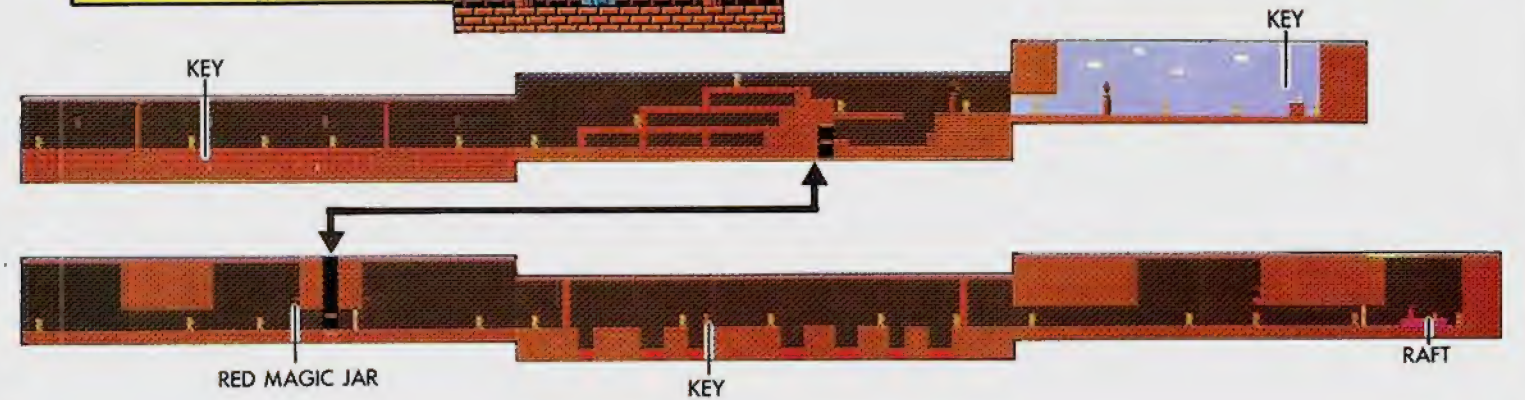


ISLAND PALACE

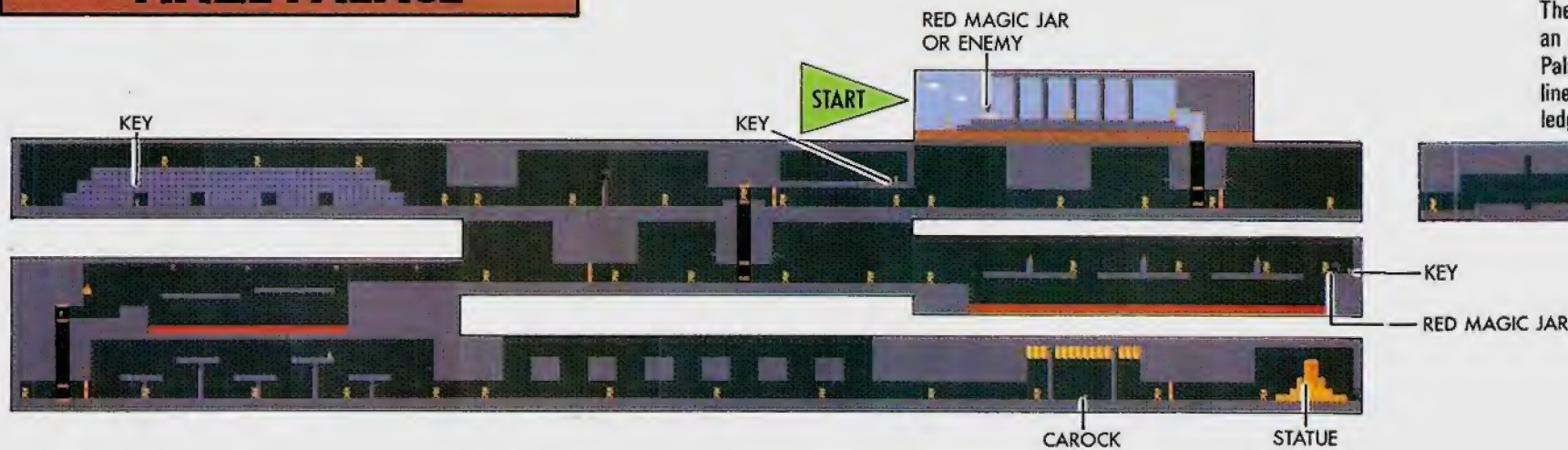


When Link wanders around just south of the King's Tomb, he'll fall into a Pit that leads to the Island Palace. The first Key he sees is trapped under stones, but that's no problem for Link. Using the Glove with Downthrust, he can easily break through and grab the Key. Although the Palace seems easy at first, its guardian is a force to fear.

The knives Ironkuckle throws are deadly, and the huge horse he rides makes him invincible to Link's attack. Link can make him dismount by jumping and using Downthrust. Once afoot, Ironkuckle is vulnerable.



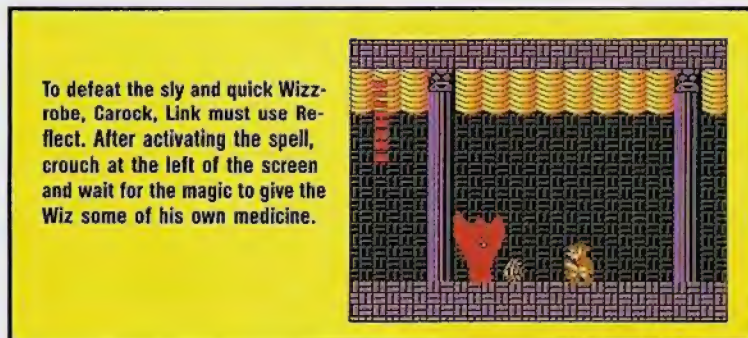
MAZE PALACE



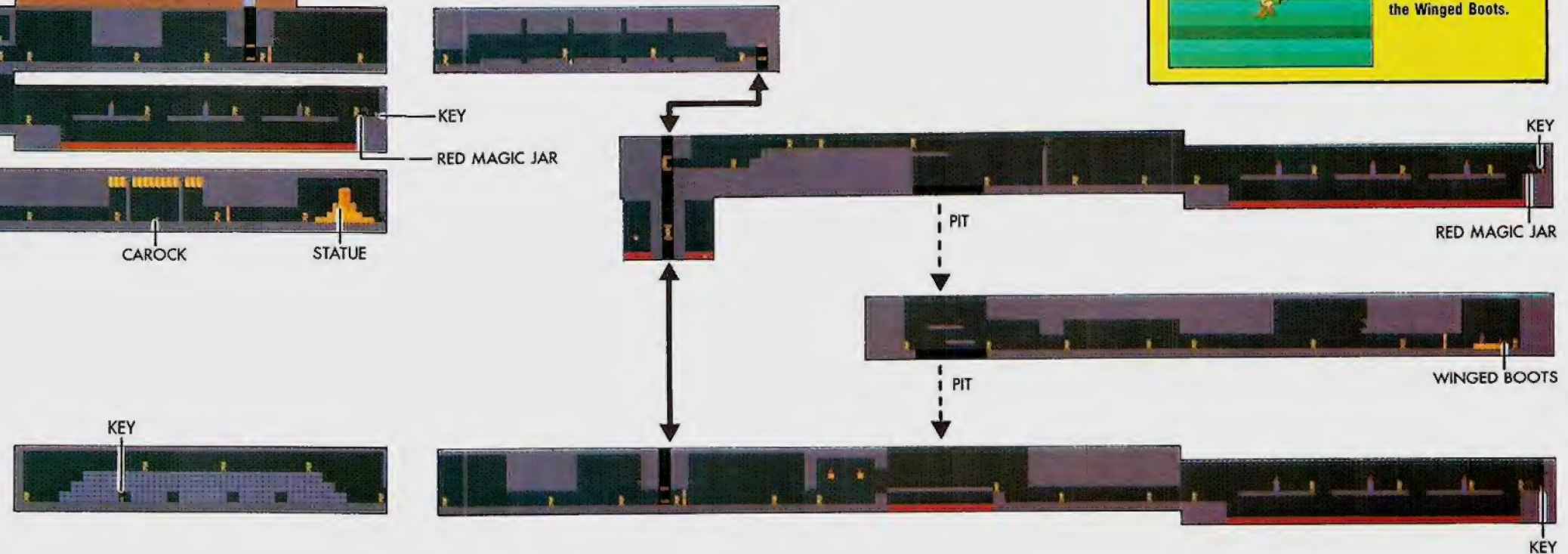
The statue at the entrance to the Maze Palace also holds either a Red Magic Jar or an enemy. To find out which, strike it. To get the valuable Winged Boots in this Palace, you'll have to fall through a Pit to the area where they're hidden. The dotted lines below show your path. Drop and hold Right on your controller to land on the ledge.



Drop into the Pit and land on the ledge in the room below. Run to the right to find the Winged Boots.

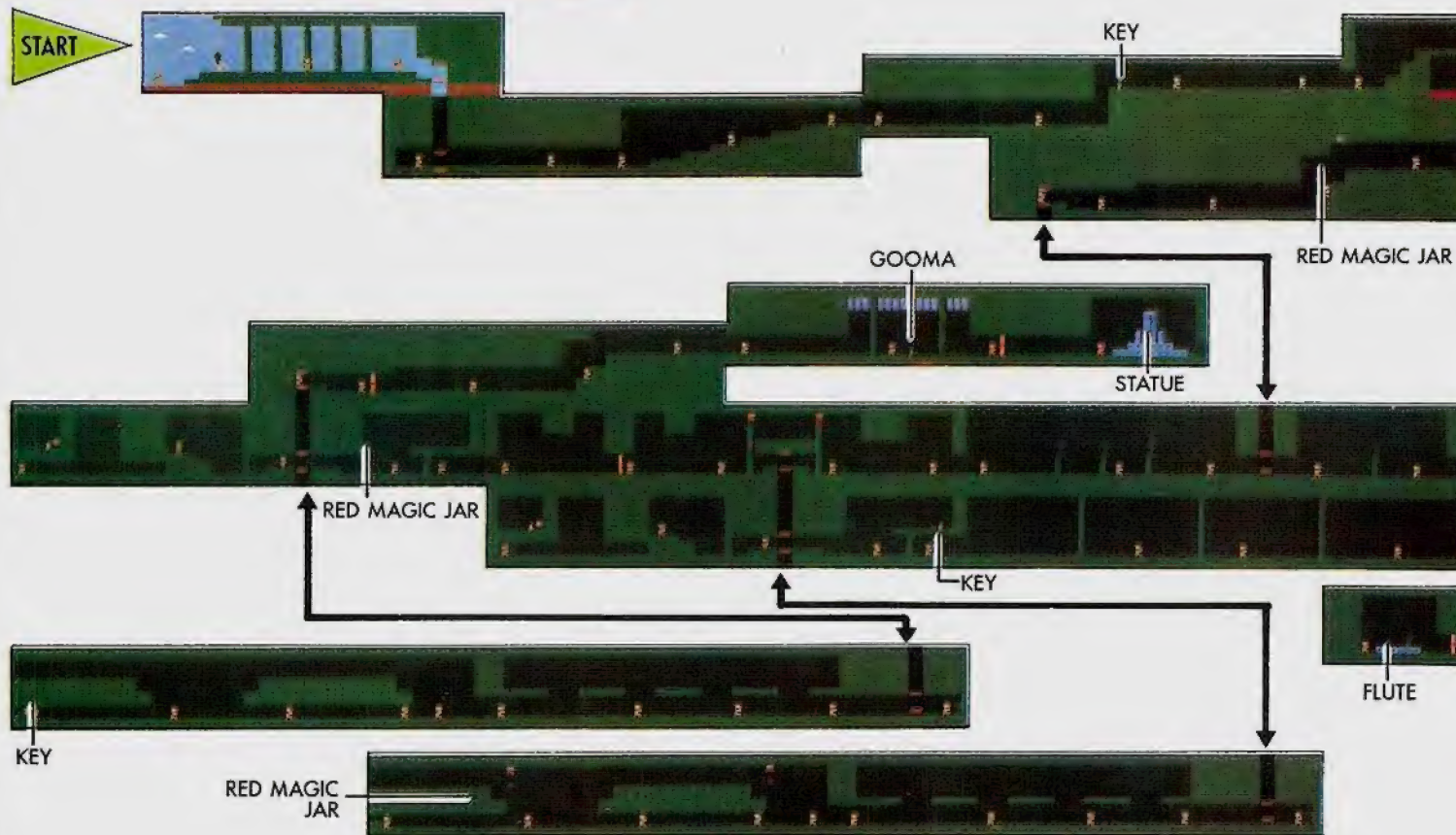


To defeat the sly and quick Wizzrobe, Carock, Link must use Reflect. After activating the spell, crouch at the left of the screen and wait for the magic to give the Wiz some of his own medicine.

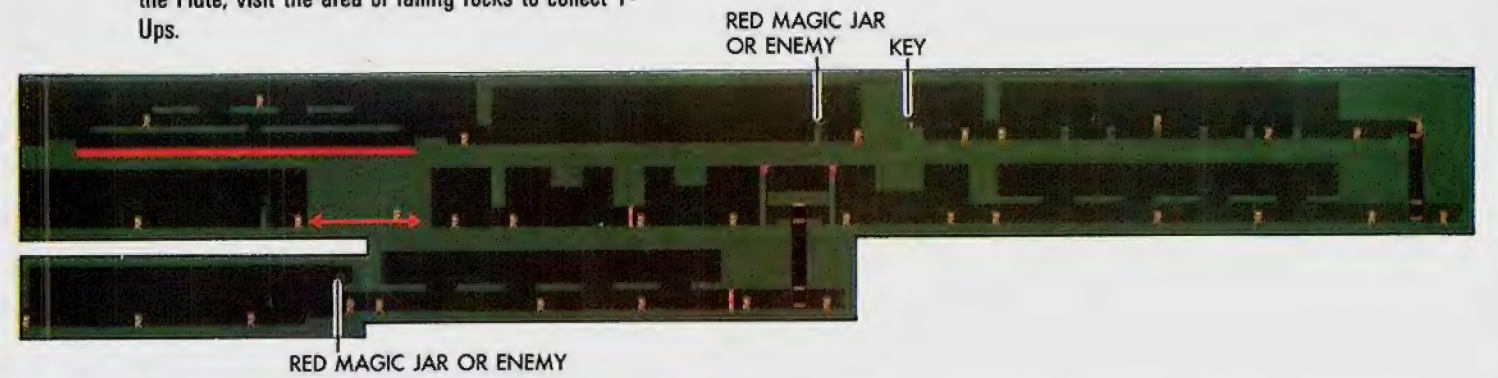




PALACE ON THE SEA



The Palace on the Sea is huge and complex. To get to the Flute, you'll have to walk through the false wall indicated by the arrow below. Jump Up and press Right to see if you can pass through. After you pick up the Flute, visit the area of falling rocks to collect 1-Ups.

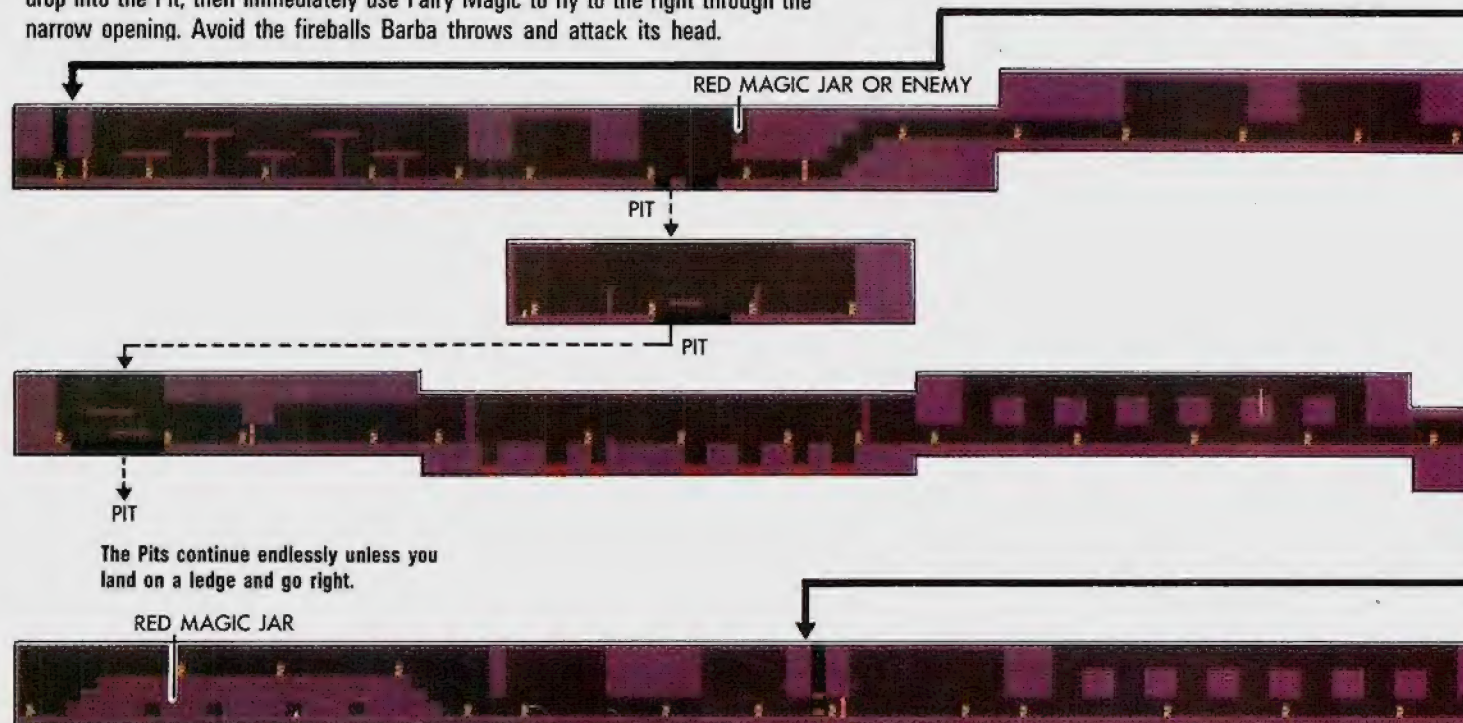


THREE-EYE ROCK PALACE

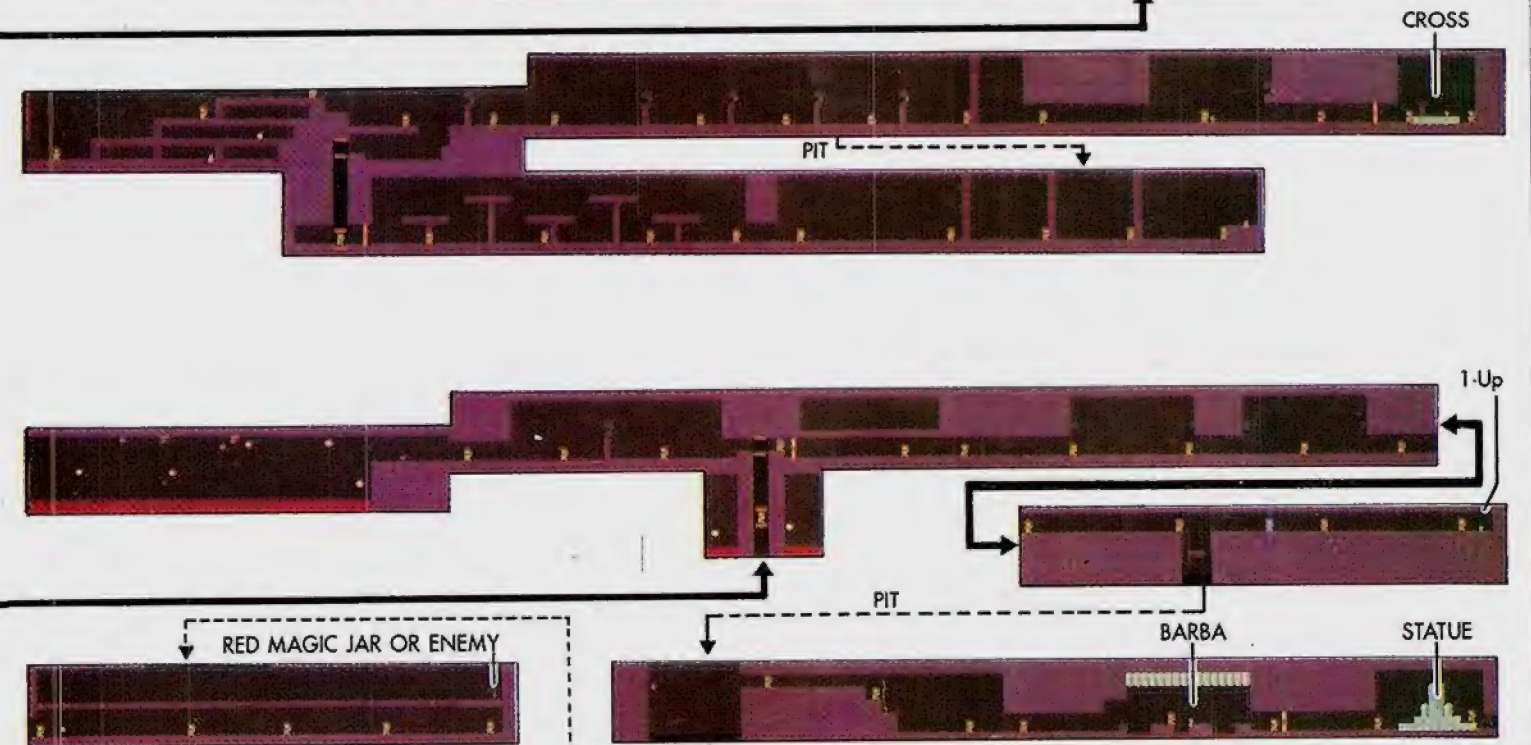
START

RED MAGIC JAR OR ENEMY

Choose your path carefully to avoid the many pitfalls in Three-Eye Rock Palace. The dotted lines on the map below show Pit entrances and exits. To enter Barba's area, drop into the Pit, then immediately use Fairy Magic to fly to the right through the narrow opening. Avoid the fireballs Barba throws and attack its head.



The Pits continue endlessly unless you land on a ledge and go right.



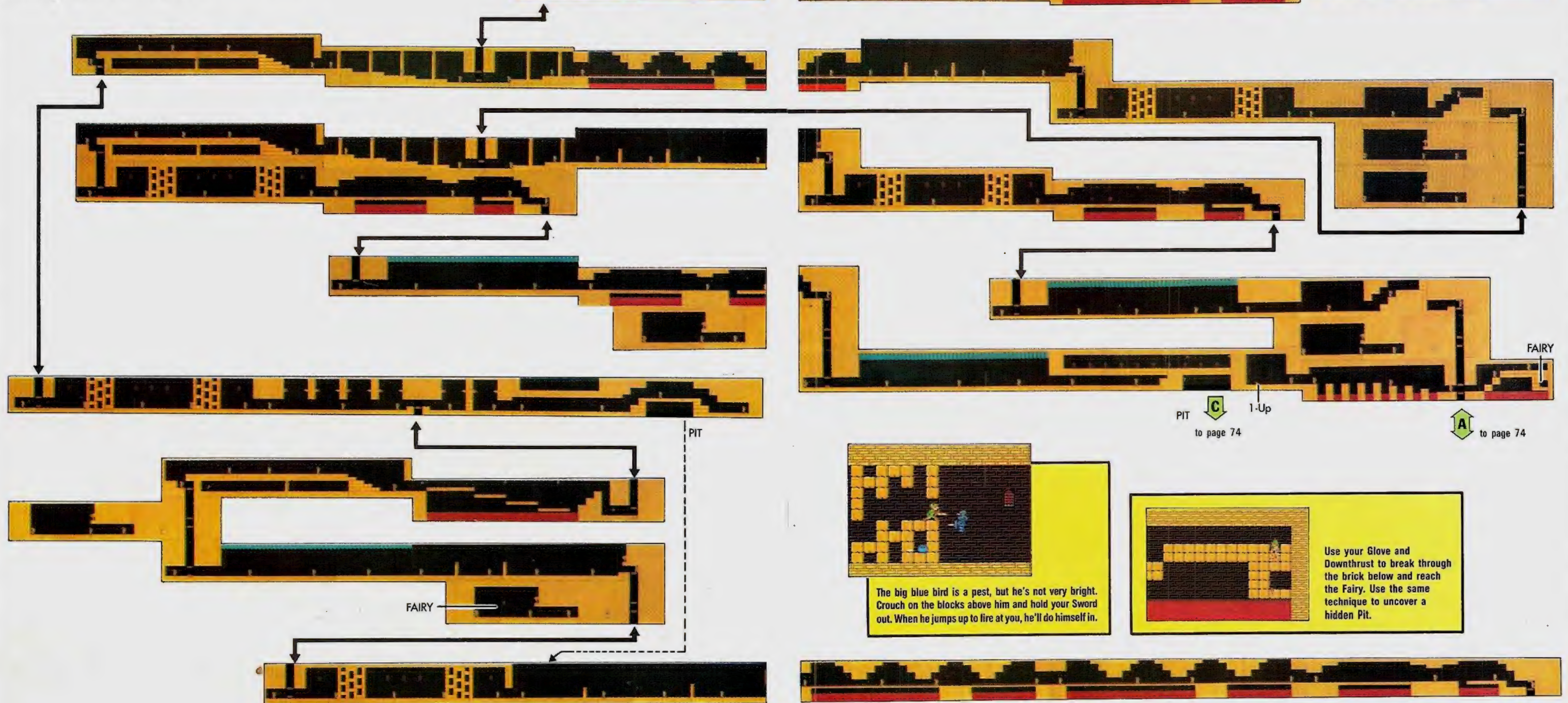


GREAT PALACE

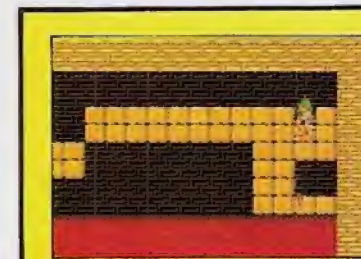
You can't enter the Great Palace without completing the other first six. It's bigger and tougher than the others, so be prepared before you attempt it. You need to know all of the Spells and have your Powers pumped to the max. Many enemies inhabit the Palace. You can't fight them all, so don't waste your strength when it's not necessary. Just remember: running is good. Take to your heels when you can avoid a confrontation! Before you're through, you'll see Bots galore, a thundering bird, and a familiar shadow.

START

Every sixth Bot you beat drops a Red Magic Jar. Build up your Magic Power before you take on the big blue Boss Bot. He can give you a splitting headache!



The big blue bird is a pest, but he's not very bright. Crouch on the blocks above him and hold your Sword out. When he jumps up to fire at you, he'll do himself in.



Use your Glove and Downthrust to break through the brick below and reach the Fairy. Use the same technique to uncover a hidden Pit.

to page 74 **B**



The brick floor hides a secret Pit. When you break the right block, you'll fall through the Pit to the area below.

A to page 73

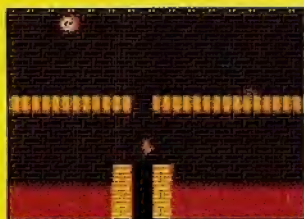
B to page 73

C From page 73



RED MAGIC JAR
OR ENEMY

THUNDERBIRD



Stand on the bridge just above the Pit's opening. In a moment, the bridge below you will dissolve and you'll fall into the Pit. Immediately use Fairy Magic to fly to the right when you enter the room below. Are you ready to meet Thunderbird?

Use Thunder Magic as soon as Thunderbird appears. It will cause him to turn blue and expose his face. You can destroy him when his face is uncovered by jumping up and striking him there.



THE SHADOW KNOWS

Magic is useless against the final foe, Link's Shadow. Be defensive. Protect yourself with the Shield, strike with your blade when possible, and use Life to restore your power when necessary. Only the most tenacious will succeed in showing the Shadow up and waking Princess Zelda. You must be valiant to be victorious!



CHAPTER 3



MEGA MECHANICAL MAYHEM

MEGA MAN

74

MEGA MAN II

78

MEGA MAN III

84

Face Off With An Insidious Inventor And His Mechanoids

The dastardly Dr. Wily will never give up! His goal is nothing short of world domination. Only Mega Man, a heroic robot creation of Dr. Wily's former friend, Dr. Right (a.k.a. Dr. Light), can stop Wily's army of inventions from taking over.

Through three brilliant battles, Mega Man has clashed with all sorts of curious contraptions. And, with each meeting, the fight has been longer and more fierce.

In their first classic fight, Mega Man took on Dr. Wily's six Robot Leaders and then endured a

four-stage battle to Dr. Wily himself.

In Mega Man II, Dr. Wily constructed eight new Robot Leaders and a final castle full of dangers for our mechanical hero. In the meantime, Dr. Right constructed three gadgets which helped propel Mega Man through the dangers sent before him.

After his second defeat, Dr. Wily constructed eight more Robot Leaders, rebuilt the eight Robot Leaders from Mega Man II and completely renovated his

Skull Castle. To counter these efforts, Dr. Right built an all-purpose best friend for Mega Man, Rush the RoboDog. Rush helped Mega Man leap to new heights, soar over dangers and dive

below the surface.

In their Game Boy adventure, Mega Man In Dr. Wily's Revenge, Mega Man takes on some classic enemies from his NES adventures and, some new ones as well.



Mega Man IV is set for an NES release in the fall of 1991. Only Dr. Wily knows what kind of ingeniously evil machines Mega Man will face in what will surely be their biggest battle yet!

MEGA MAN™

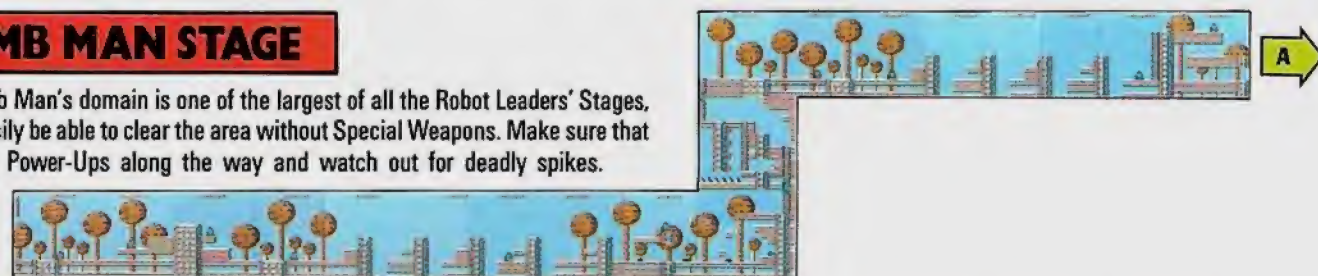
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THE BLUE BOMBER MAKES HIS DEBUT

The war between Mega Man, the do-gooding robot, and Dr. Wily, the sinister scientist, began in this original classic. Dr. Wily's Robot Leaders can be taken on in any order. Our recommended order is shown in this review. Each victory will bring you a new weapon which can be used in the next stage.

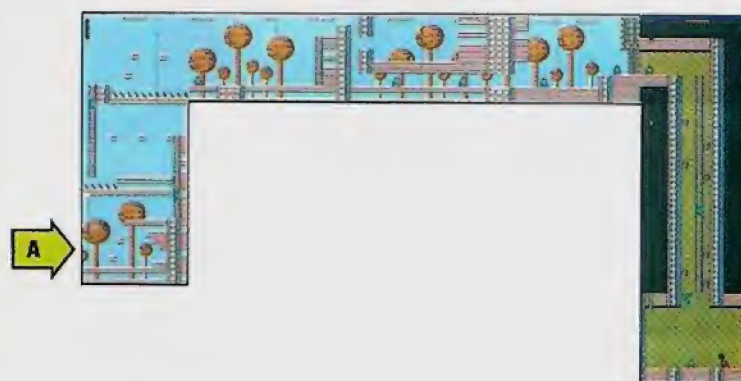
BOMB MAN STAGE

While Bomb Man's domain is one of the largest of all the Robot Leaders' Stages, you will easily be able to clear the area without Special Weapons. Make sure that you collect Power-Ups along the way and watch out for deadly spikes.



BOMB MAN

The explosive power of Bomb Man should not be overlooked. He can jump far and throw Bombs for long distances. Try to stay on the opposite side of the screen so that you'll have plenty of time to react when he tosses a Bomb in your direction. When you're not making evasive maneuvers, hit him with an Arm Cannon attack. Victory will earn you the Bomber.



GUTS MAN STAGE

The most dangerous features of Guts Man's sector are the trap door platforms near the beginning. Watch the track that they travel on and jump just before the platforms drop. It's very tricky.



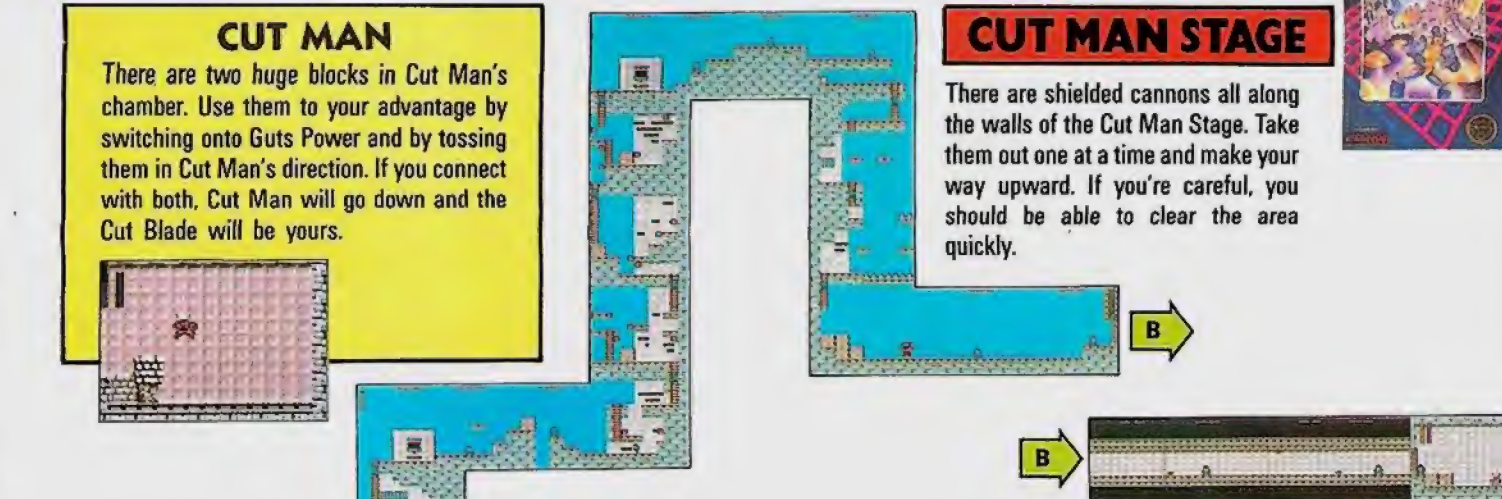
CUT MAN

There are two huge blocks in Cut Man's chamber. Use them to your advantage by switching onto Guts Power and by tossing them in Cut Man's direction. If you connect with both, Cut Man will go down and the Cut Blade will be yours.



CUT MAN STAGE

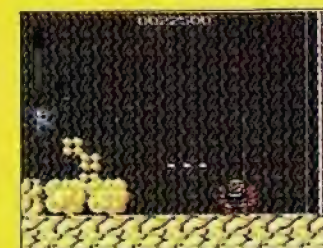
There are shielded cannons all along the walls of the Cut Man Stage. Take them out one at a time and make your way upward. If you're careful, you should be able to clear the area quickly.



ELEC MAN STAGE

Disappearing platforms are among Dr. Wily's most famous obstacles. He first experimented with them here. The Magnet Beam will help you clear areas that feature these platforms. You'll find it in behind two huge blocks. Move them with Guts Power.

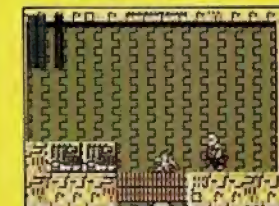
GUTS MAN



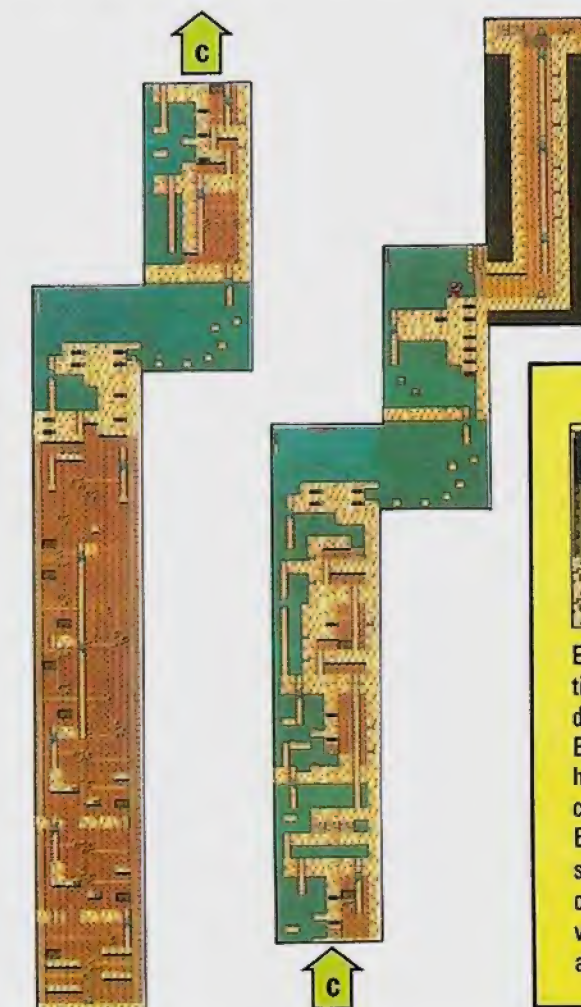
This big guy may look tough, but he buckles under the pressure of the Bomber. Three blasts will send him flying and net you Guts Power.

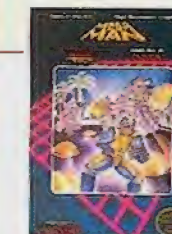


ELEC MAN



Elec Man may think he's big time, but you can cut him down to size with the Cut Blade. Three hits will render him powerless and give you control of the fabulous Elec Beam. If you're completing stages out of our proposed order, you can still get him with the Arm Cannon. Just avoid the Beams!





ICE MAN STAGE

The main worry in the Ice Man Stage is the ice itself. Even after you stop running, you'll continue to glide on the frictionless surface. Watch your footing.



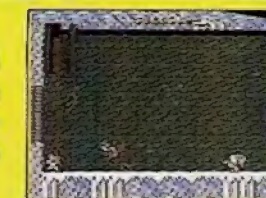
A

FIRE MAN STAGE



ICE MAN

When the Ice Man cometh, you'd better strap on the Elec Beam and go to work. After three jolts it will all be over. You can grab the Ice Ray and move on.



FIRE MAN

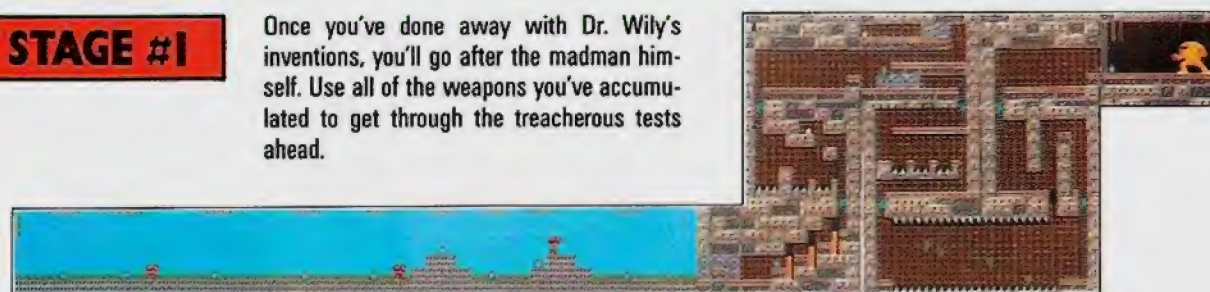
What better way to extinguish Fire Man but with the chilling power of the Ice Ray. Leap over his walls of flame and hit him with a cold blast. You'll get the Flame Thrower!



DR. WILY STAGES

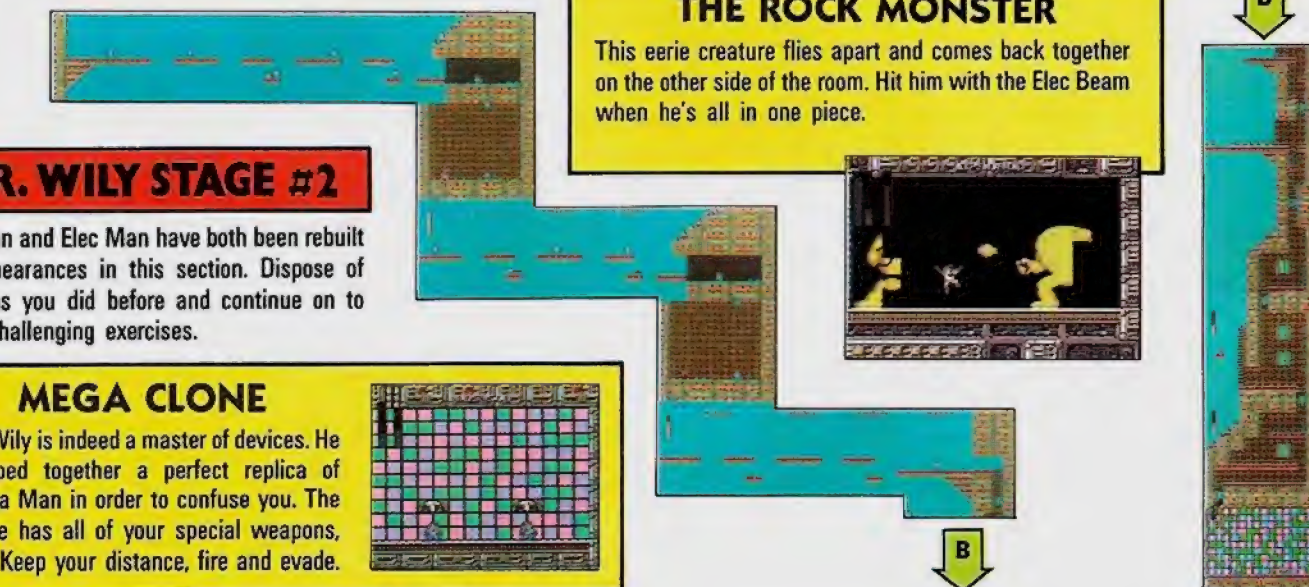
DR. WILY STAGE #1

Once you've done away with Dr. Wily's inventions, you'll go after the madman himself. Use all of the weapons you've accumulated to get through the treacherous tests ahead.



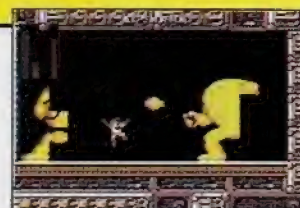
DR. WILY STAGE #2

Cut Man and Elec Man have both been rebuilt for appearances in this section. Dispose of them as you did before and continue on to more challenging exercises.



THE ROCK MONSTER

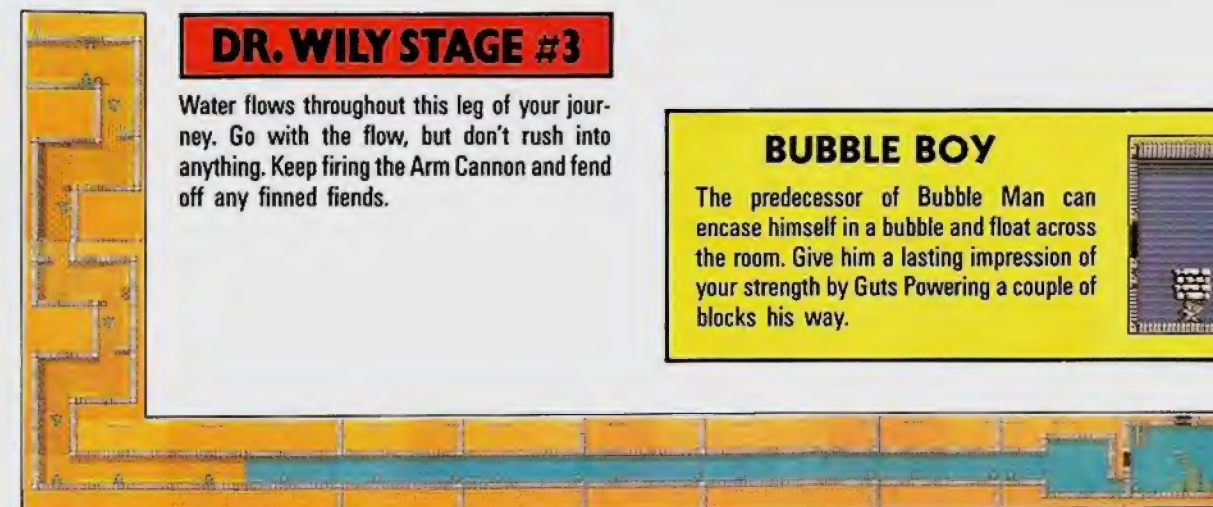
This eerie creature flies apart and comes back together on the other side of the room. Hit him with the Elec Beam when he's all in one piece.



B

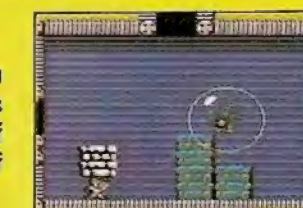
DR. WILY STAGE #3

Water flows throughout this leg of your journey. Go with the flow, but don't rush into anything. Keep firing the Arm Cannon and fend off any finned fiends.



BUBBLE BOY

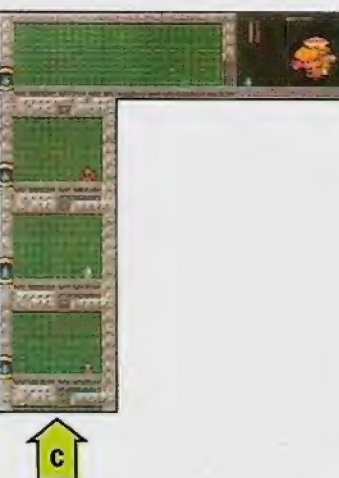
The predecessor of Bubble Man can encase himself in a bubble and float across the room. Give him a lasting impression of your strength by Guts Powering a couple of blocks his way.



DR. WILY STAGE #4

THE DOCTOR IS IN!

The Doctor appears in a crazed contraption. Send it to the scrap heap by blasting the front-end. The doctor will beg for your forgiveness when he's down. Your future battles, though, will show that he lacks sincerity.



C

C



MEGA MAN IITM

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DR. WILY STRIKES AGAIN

After his loss to Mega Man, Dr. Wily quietly rebuilt his empire and vowed that he would return with an even more powerful force. Meanwhile, Mega Man's creator, Dr. Light (A.K.A. Dr. Right) readied the Blue Bomber for another battle.

BUBBLE MAN STAGE

PLUNGING PLATFORMS

Dr. Wily has set a trap for you early in this stage. These platforms plummet when you land on them. Don't pause as you leap from one to the next. Hesitation will send you to a watery doom!



FEROCIOUS FISH

Arm Cannon shots deflect off the armor-like scales of the incredible Lantern Fish. The only way to stop them is to aim for the light that hangs above them. While you're approaching these denizens of the deep, make sure that you take care of the Super Shrimp that they produce.



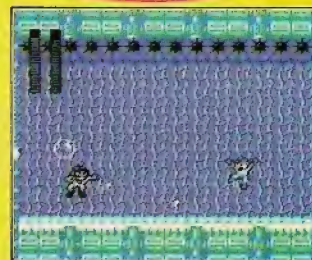
BUBBLE MAN

ROUND UP THE ROBOT LEADERS

As you conquer the worlds of Dr. Wily's domain, you'll encounter his army of eight new Robot Leaders. Each victory will earn you a new weapon. Defeat the Robots in the order shown in this review and you'll find that the weapons you earn will come in handy in future battles.

BUBBLE MAN

Your aquatic adversary is very comfortable in these soapy surroundings. Keep your distance and leap over his Bubbles as they come toward you. A solid Arm Cannon attack will put him in his place. Victory will earn you the Bubble Lead.





FLASH MAN STAGE

Flash Man's flashy territory tends to be very slippery. Watch where you're running and give yourself plenty of room to stop before you get to a ledge or get too close to one of Flash Man's fiends.

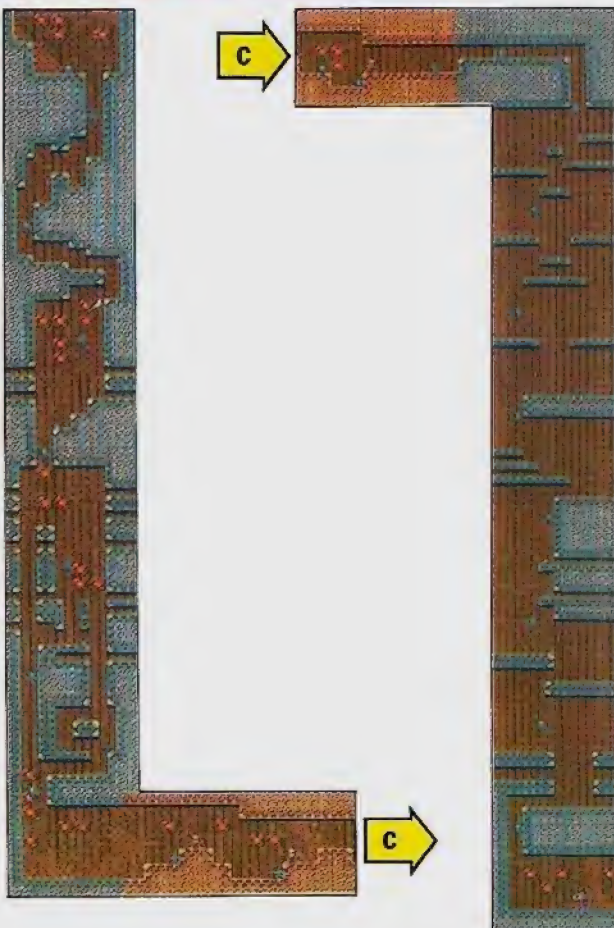


ARMORED ASSAULT

The robots on walking tanks are heavily shielded. Take out the tanks first by aiming for their legs. Then aim for the robots. You may choose to avoid them altogether.

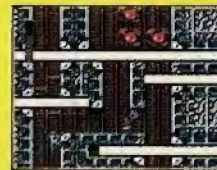


QUICK MAN STAGE



BEWARE THE BEAMS

As you drop down through a long section of Quick Man's quarters, you'll encounter deadly Force Beams. Avoid them!



QUICK MAN

Quick Man's super fast Boomerangs are difficult to avoid. Use Flash Man's Time Stopper and you'll knock out a good portion of his energy. Then finish him off with the Arm Cannon. He'll give you the Quick Boomerangs.



FLASH MAN

While Flash Man does have the power to temporarily stop time, his bag of tricks is not very deep. Avoid direct contact and hit him with the Bubble Lead. You'll earn the Time Stopper.



FLASH MAN

QUICK MAN

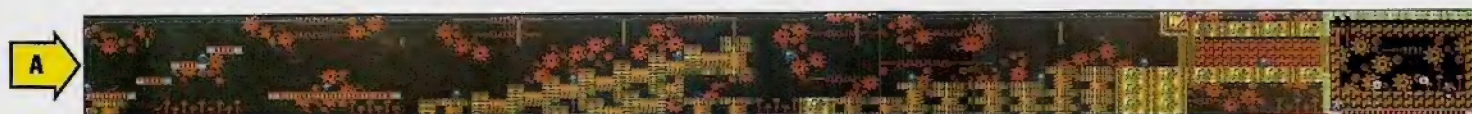


METAL MAN STAGE

Metal Man's conveyors make moving in the right direction a real challenge. Jump to cover ground quickly when the conveyors are moving against you.

METAL MAN

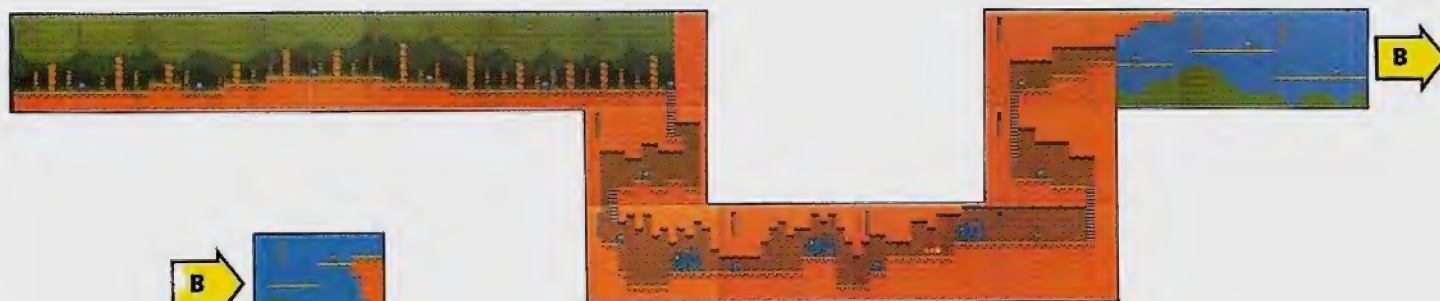
The power of Metal Man's Blades are no match for the speed of your Quick Boomerang. You'll easily cut him down and earn the use of the Metal Blades.



METAL MAN

WOOD MAN STAGE

As you climb down into new territory, look at your surroundings before you drop. You may be able to take out some mechanoids from your high perch.



WOOD MAN

Leaves rain down and surround Wood Man in this fortified forest. When Wood Man sheds his Leaf Shield, leap to avoid it and hit him with a non-stop Metal Blade barrage. When you emerge victorious, you'll become the keeper of the Leaf Shield.



WOOD MAN



AIR MAN STAGE

GET THE GREMLINS

Hit the pesky Air Gremlins as they fly above the Air Tikis. The Power-Ups that they leave behind will land on the Tikis for an easy pickup.



AIR MAN

The master of the skies, Air Man, releases a ton of Tornadoes all at once. Steer clear of them and hit him with a Wood Shield. If you run out of Wood Shield power, just leap over or run under the Tornadoes and hit him with the Arm Cannon when you have a clear shot. The Air Shooter will be yours.



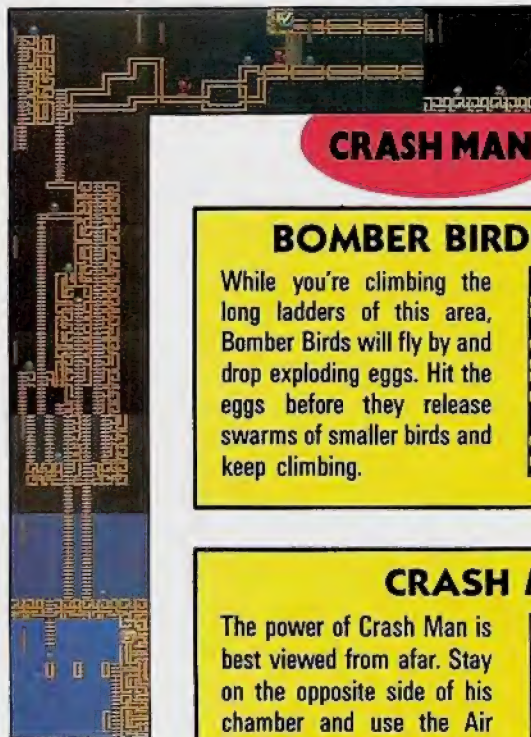
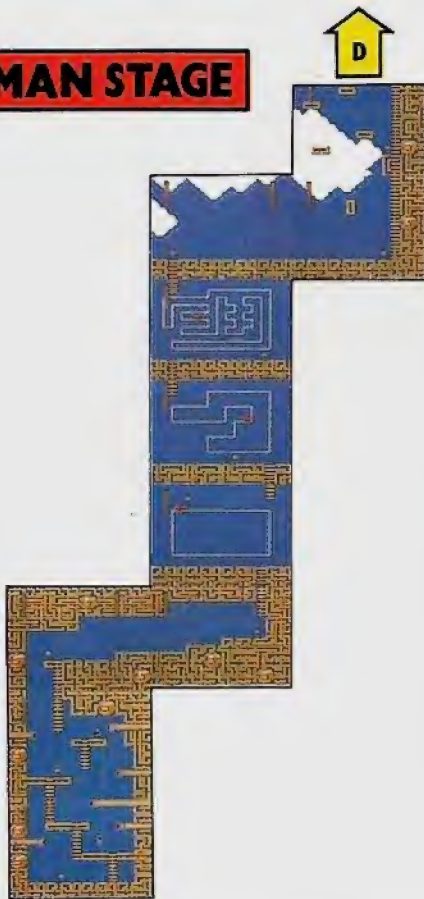
C



AIR MAN

CRASH MAN STAGE

D

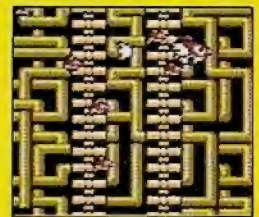


D

CRASH MAN

BOMBER BIRDS ATTACK

While you're climbing the long ladders of this area, Bomber Birds will fly by and drop exploding eggs. Hit the eggs before they release swarms of smaller birds and keep climbing.



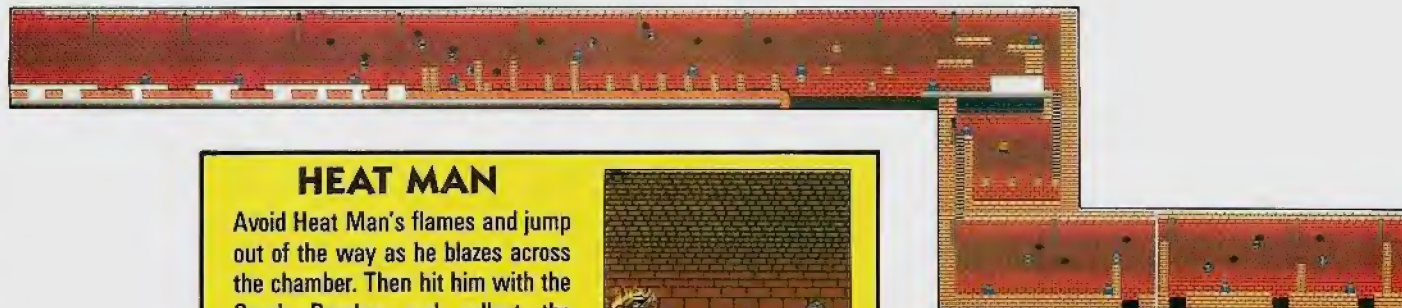
CRASH MAN

The power of Crash Man is best viewed from afar. Stay on the opposite side of his chamber and use the Air Shooter as he approaches. When you defeat him, you'll get his Crash Bomber.



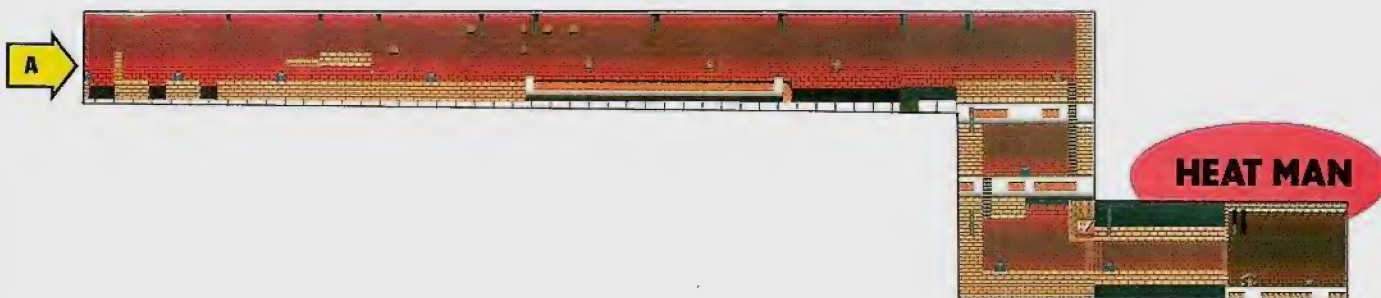
HEAT MAN STAGE

After you complete the Air Man Stage, you'll receive the Jet Sled. Use it in this section to glide easily over the flames below. If you don't have it, you'll have to time your jumps to the disappearing blocks.



HEAT MAN

Avoid Heat Man's flames and jump out of the way as he blazes across the chamber. Then hit him with the Crash Bomber and collect the Atomic Fire.



DR. WILY'S SKULL CASTLE

DRAGON DROID

DR. WILY RETREATS



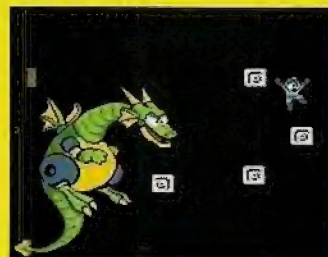
When you clear out Dr. Wily's Robot Masters from his expanded domain, he'll make quick passage to his new Skull Castle.



SKULL CASTLE STAGE #1

DRAGON DROID

At the top of this initial leg of your journey through Skull Castle, you'll encounter a long corridor of blocks that appear at the last moment. An alternative to fancy footing here is the use of the Jet Sled. Soar over the dangers below and make it safely to the three blocks at the end. Then hit the Dragon Droid with all that you've got.



The first big creature in Skull Castle isn't as difficult to conquer as the trip to him is.



SKULL CASTLE STAGE #2

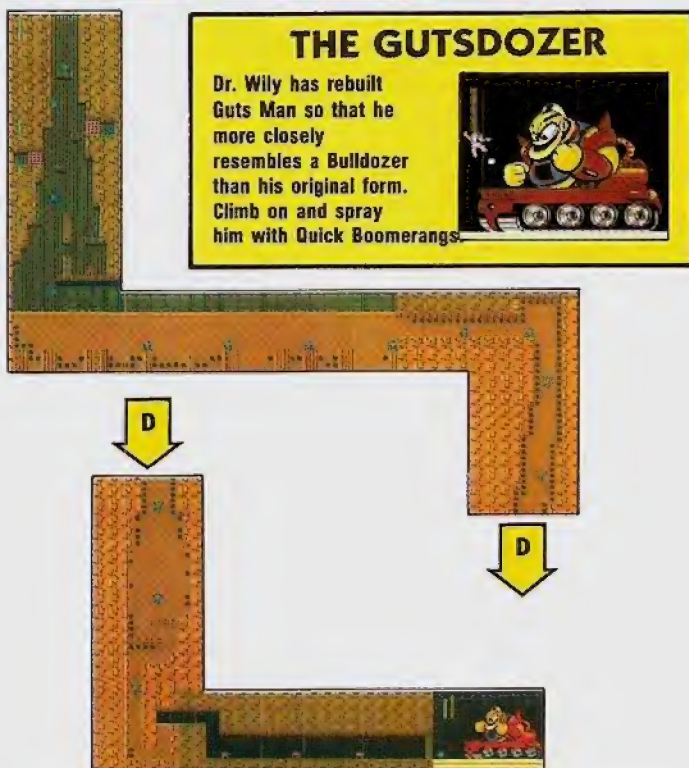


BEAMS AGAIN!



Quick Man's Force Beams appear here. Drop quickly to avoid them.

SKULL CASTLE STAGE #3

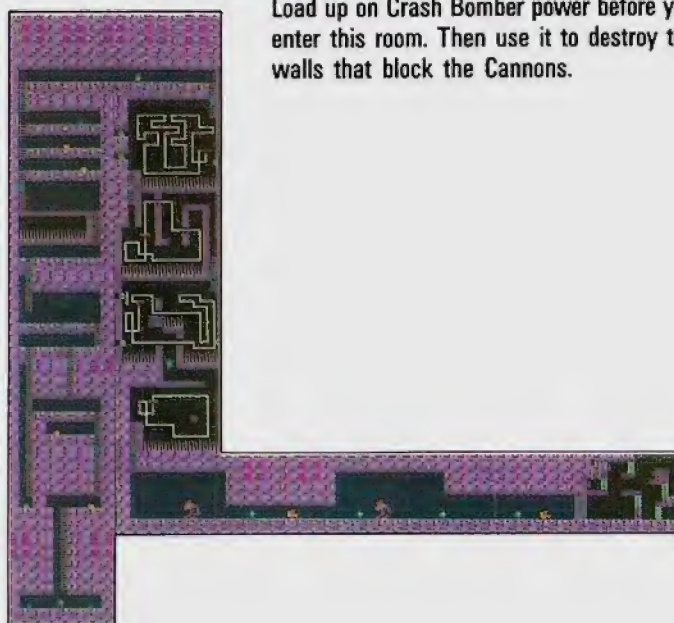


THE GUTSDOZER

Dr. Wily has rebuilt Guts Man so that he more closely resembles a Bulldozer than his original form. Climb on and spray him with Quick Boomerangs.



SKULL CASTLE STAGE #4



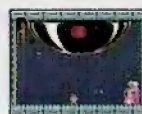
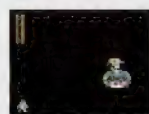
Load up on Crash Bomber power before you enter this room. Then use it to destroy the walls that block the Cannons.

SKULL CASTLE STAGE #5

The Transporter takes you to chambers with new versions of all eight Robot Leaders. Defeat every one and you'll meet Wily!



FINAL STAGE



Dr. Wily is an alien! Clean his clock with the Bubble Lead.





MEGA MAN IIITM

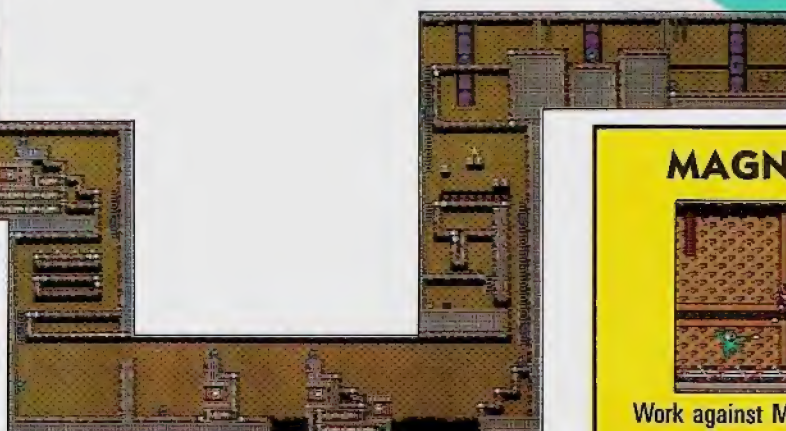
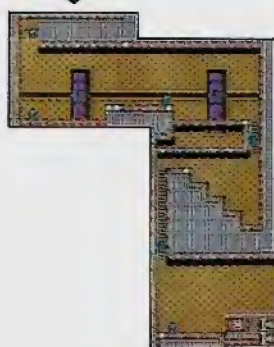
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DR. WILY TRIES A NEW APPROACH

Dr. Wily has apparently given the old heave-ho to his evil ways and has resolved to construct a peace keeping robot with Dr. Right (A.K.A. Dr. Light). In order to make the machine, they need to collect elements from eight planets.

MAGNET MAN STAGE



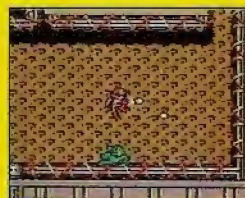
MAGNET MAN

WATCH THE BLOCKS



This looks like something that Dr. Wily would cook up! Blocks appear and disappear. Watch them, and hop on the blocks to get over tall obstacles.

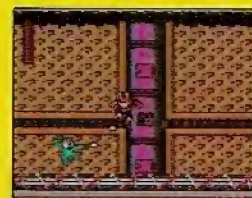
BREAK MAN



The mysterious Break Man means no real harm, although his weapon is real enough. He seems to want to train you for more formidable opponents. When he's had enough, he'll move on.

What is with this guy? Break Man appears for a while. Then, when he's taken some hits, he leaves.

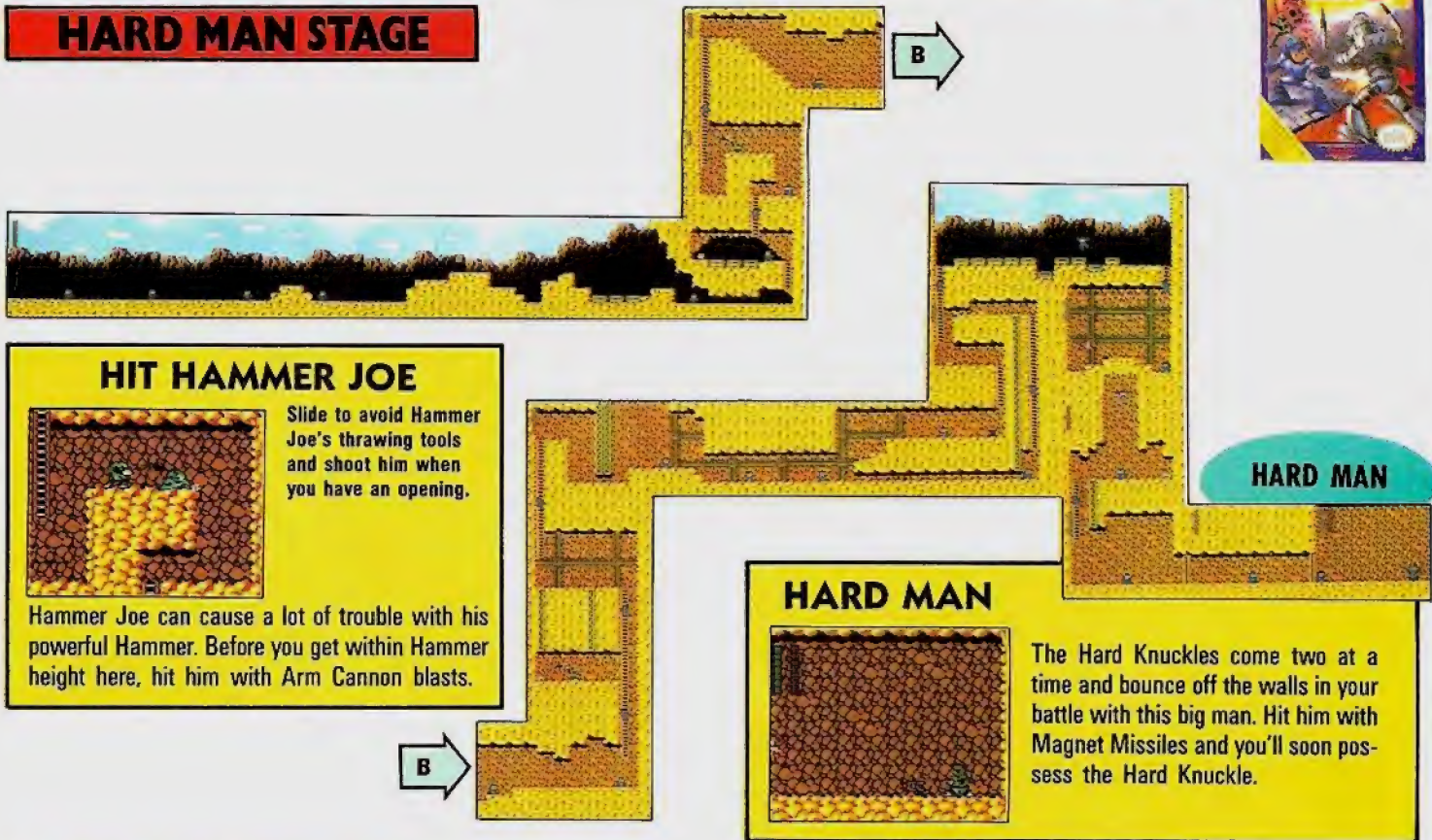
MAGNET MAN



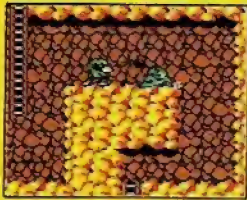
Work against Magnet Man's magnetic pull and fire when he relaxes. Then slide under him as he jumps. You'll collect Magnet Missiles when you defeat him.



HARD MAN STAGE



HIT HAMMER JOE



Slide to avoid Hammer Joe's throwing tools and shoot him when you have an opening.

Hammer Joe can cause a lot of trouble with his powerful Hammer. Before you get within Hammer height here, hit him with Arm Cannon blasts.

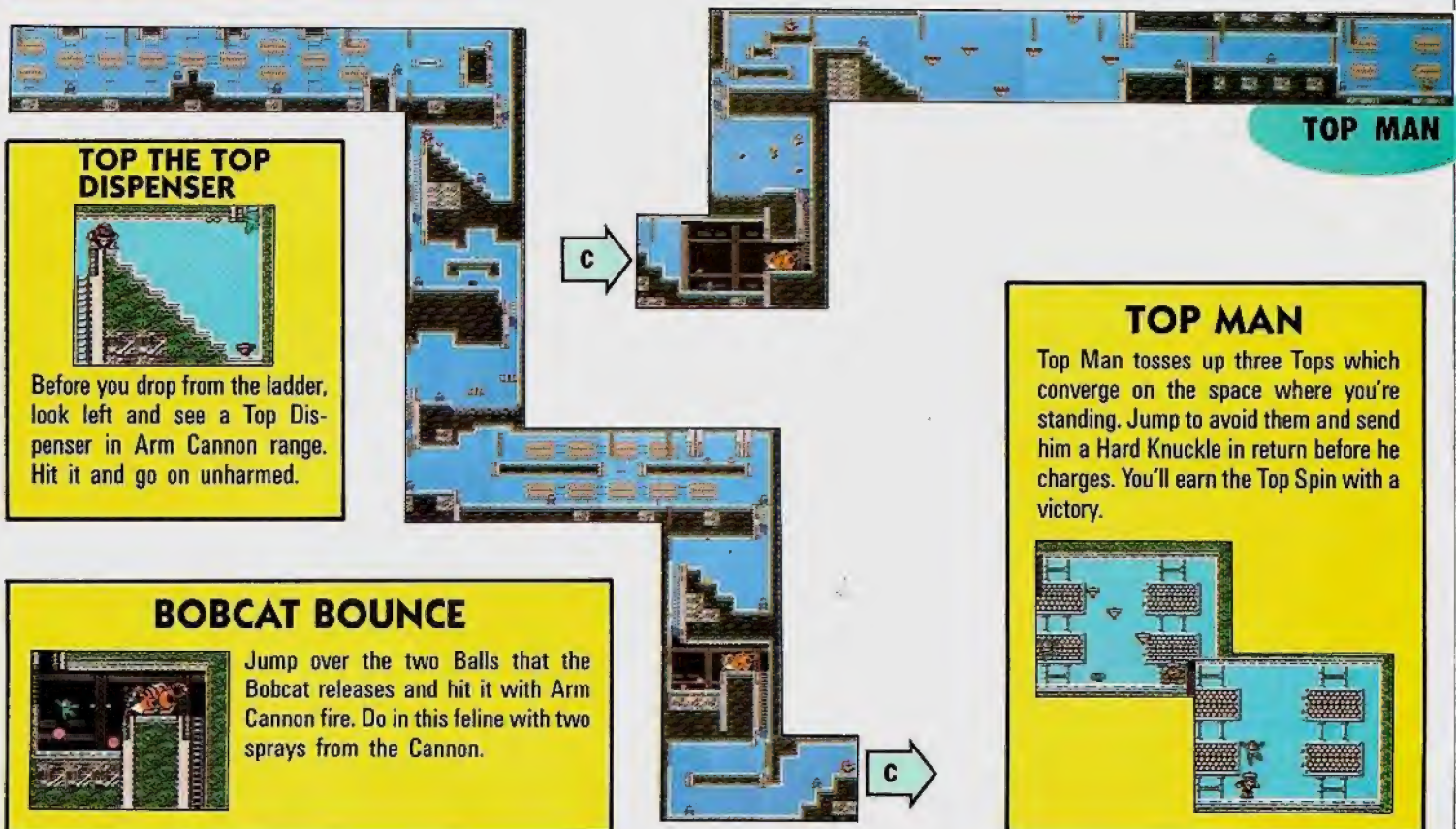
HARD MAN



The Hard Knuckles come two at a time and bounce off the walls in your battle with this big man. Hit him with Magnet Missiles and you'll soon possess the Hard Knuckle.

HARD MAN

TOP MAN STAGE

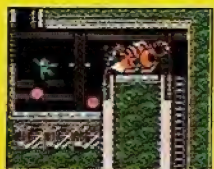


TOP THE TOP DISPENSER



Before you drop from the ladder, look left and see a Top Dispenser in Arm Cannon range. Hit it and go on unharmed.

BOBCAT BOUNCE



Jump over the two Balls that the Bobcat releases and hit it with Arm Cannon fire. Do in this feline with two sprays from the Cannon.

TOP MAN

Top Man tosses up three Tops which converge on the space where you're standing. Jump to avoid them and send him a Hard Knuckle in return before he charges. You'll earn the Top Spin with a victory.



TOP MAN

SHADOW MAN STAGE

KEEP THE LIGHTS ON

Holograms make the area dark. Double back as soon as you see them. Once they're off the screen, they'll disappear for good and the light will return. You can also hit them with your Arm Cannon.

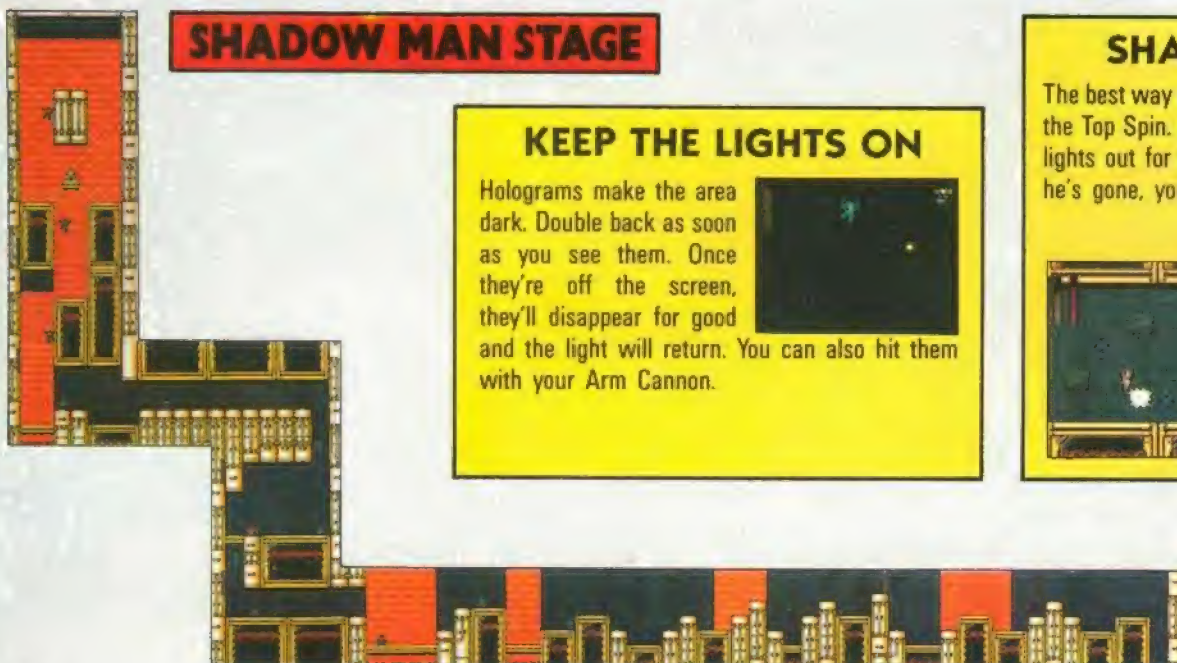


SHADOW MAN

The best way to quiet Shadow Man is with the Top Spin. Four dizzying hits will mean lights out for this shady character. When he's gone, you'll get the Shadow Blade.



Avoid Shadow Man's Blades and hit him with the Top Spin.



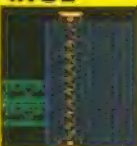
SHADOW MAN



SPARK MAN STAGE

WAIT FOR A RECHARGE

After letting loose a surge of current, the moving electric shockers recharge. That'll be your cue to jump through and get moving.



SPARK MAN

Seven shots from the Shadow Blade will knock the power out of Spark Man. Keep your distance and jump to avoid the big spark. You'll earn his Spark Shock when he's unplugged.



Get out of the way of Spark Man's jolts and peg him with the Shadow Blade.



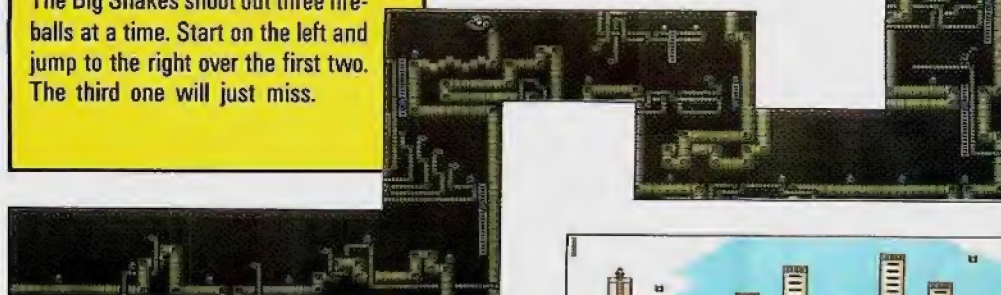
SPARK MAN





SNAKE MAN STAGE

The Big Snakes shoot out three fireballs at a time. Start on the left and jump to the right over the first two. The third one will just miss.



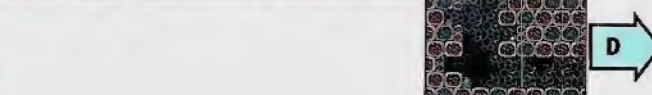
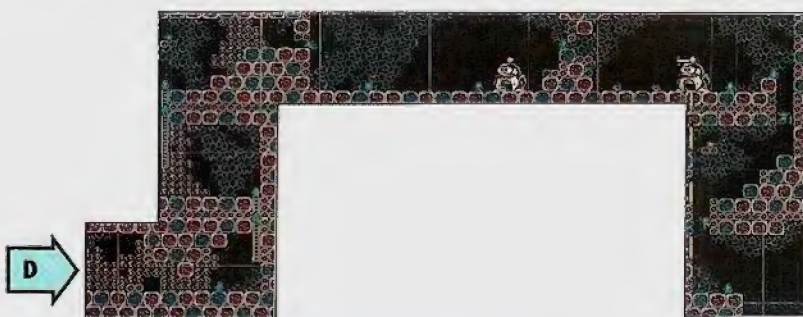
SNAKE MAN

SNAKE MAN

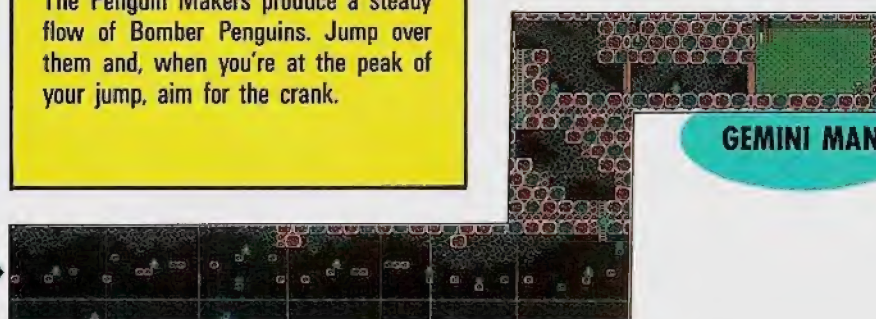


Snake Man tries to crowd you out of the chamber with his Search Snakes. Stay away and hit him with the Spark Shock. When you've finished him off, you'll have Search Snakes to call your very own.

GEMINI MAN STAGE



The Penguin Makers produce a steady flow of Bomber Penguins. Jump over them and, when you're at the peak of your jump, aim for the crank.



GEMINI MAN

GEMINI MAN

When you reach Gemini Man's chamber, he will split into two. Stay just left of center and jump over the Gemini Men as they circle. Then fire when you have a clean shot. Victory will get you the Gemini Laser.



NEEDLE MAN STAGE

Hard Hats are only vulnerable when they lift and reveal their eyes. Get close and hit them with a shot as soon you can.



NEEDLE MAN

WATCH FOR SPIKES

Spike Traps always emerge from the surface at the same rate. Wait until the first one goes down and make a run for it.



BLAST THROUGH



Hop to avoid the fire from the cannons and hit them when you get a chance. Unfortunately, cannot merely run past them.



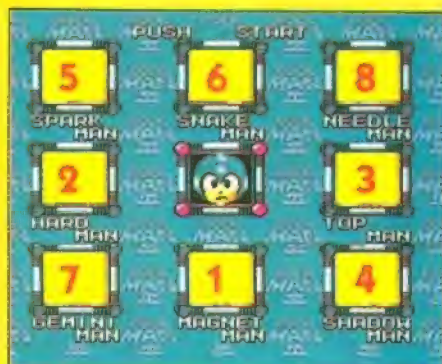
NEEDLE MAN

Stay far away from Needle Man and use short jumps to avoid the shower of Needles. Then slide under him as he bounds toward you, and hit him with the Gemini Laser. With victory, you'll receive the Needle Cannon.



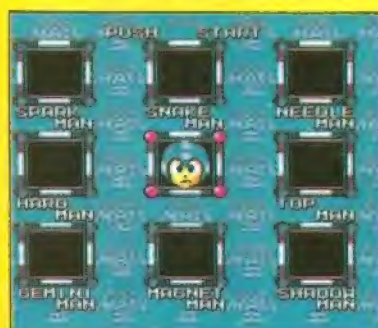
Jump from the Needles or you'll get punctured. Then turn around with a Laser attack.

DO IT BY THE NUMBERS



Since Mega Man earns new weapons with every victory over a Robot Leader, the order in which you conquer the stages and collect the weapons is important. Our review covers the suggested order of completion so that when you follow it, you will always have the weapon that you need in every Robot Leader encounter. While some weapons take a lot of energy from their targets, their delivery can be clumsy. For instance, the Hard Knuckle works well against Top Man, but it tends to be slow. In these cases, the Arm Cannon also does a good job at taking the energy out of an opponent.

IS THIS THE END?



Once you've conquered the eight planets and have retrieved the elements, Dr. Wily's plot will be revealed.

NOT BY A LONGSHOT!



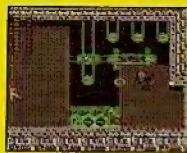
While Dr. Wily steals the elements and constructs the robot on his own, he will attempt to keep you busy by sending Doc Robot, who has the powers of the old Robot Leaders, to cause havoc on four of the mining planets.



DOC ROBOT STAGE [SPARK MAN]

METAL MAN

METAL MAN



Stay on the left side of the chamber and jump to avoid the Metal Blades as Doc Robot fights in his Metal Man guise.

B

B

QUICK MAN

DOC ROBOT STAGE [SHADOW MAN]

WOOD MAN

Nothing in your arsenal can penetrate the Leaf Shield. Avoid the falling leaves and jump over the Leaf Shield when Doc Robot releases it. Then counter with Needles.



When Doc Robot sheds the Leaf Shield, hit him with shots from the Needle Cannon.

QUICK MAN

When Doc Robot takes on the abilities of this menace he'll hit you with a fast and furious attack. Use the Gemini Laser.



Run and jump from Doc Robot and hit back with the Laser.

HEAT MAN

Run from Doc Robot's three exploding bursts and hit him with a Shadow Blade. Then get ready to jump as he blazes across the room.



Put out the lights on Doc Robot's Heat Man guise with the Shadow Blade.

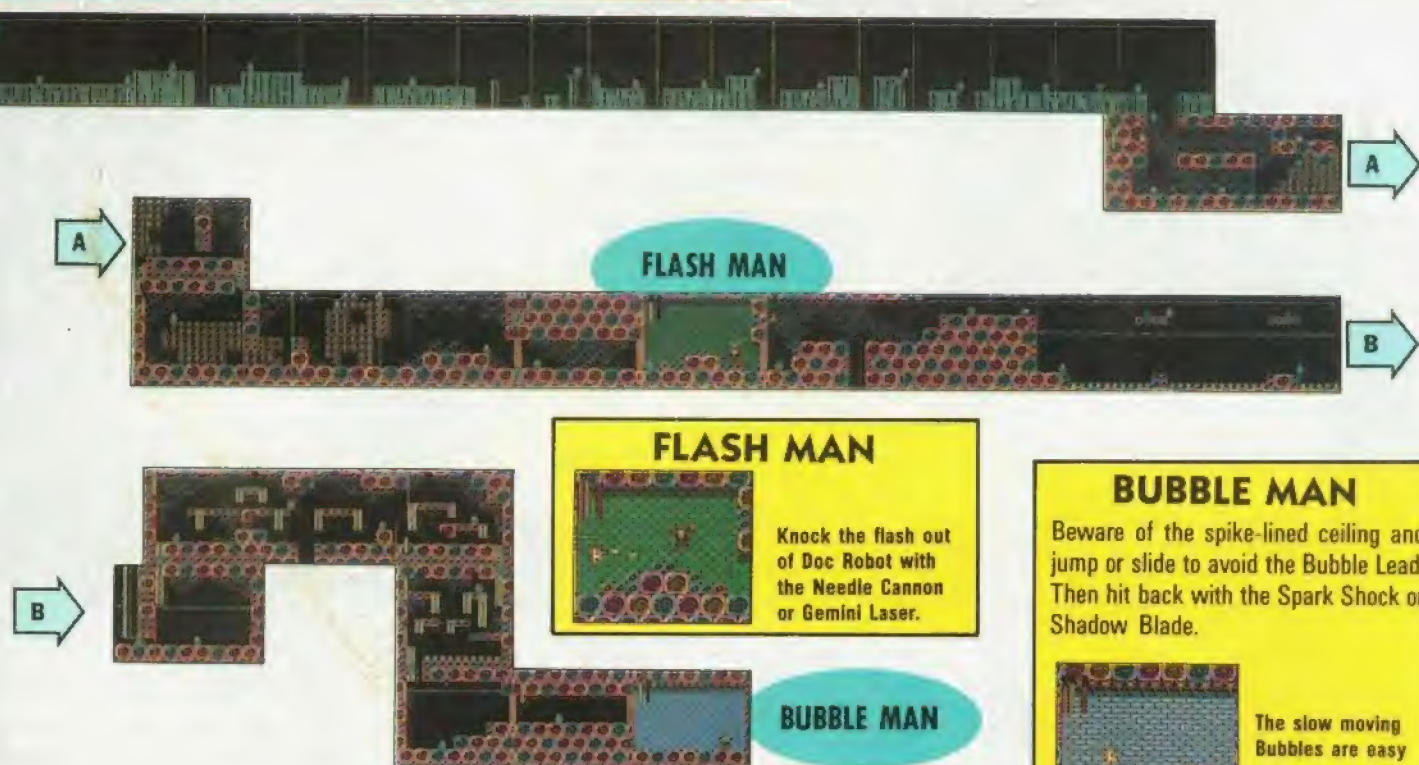
C

WOOD MAN

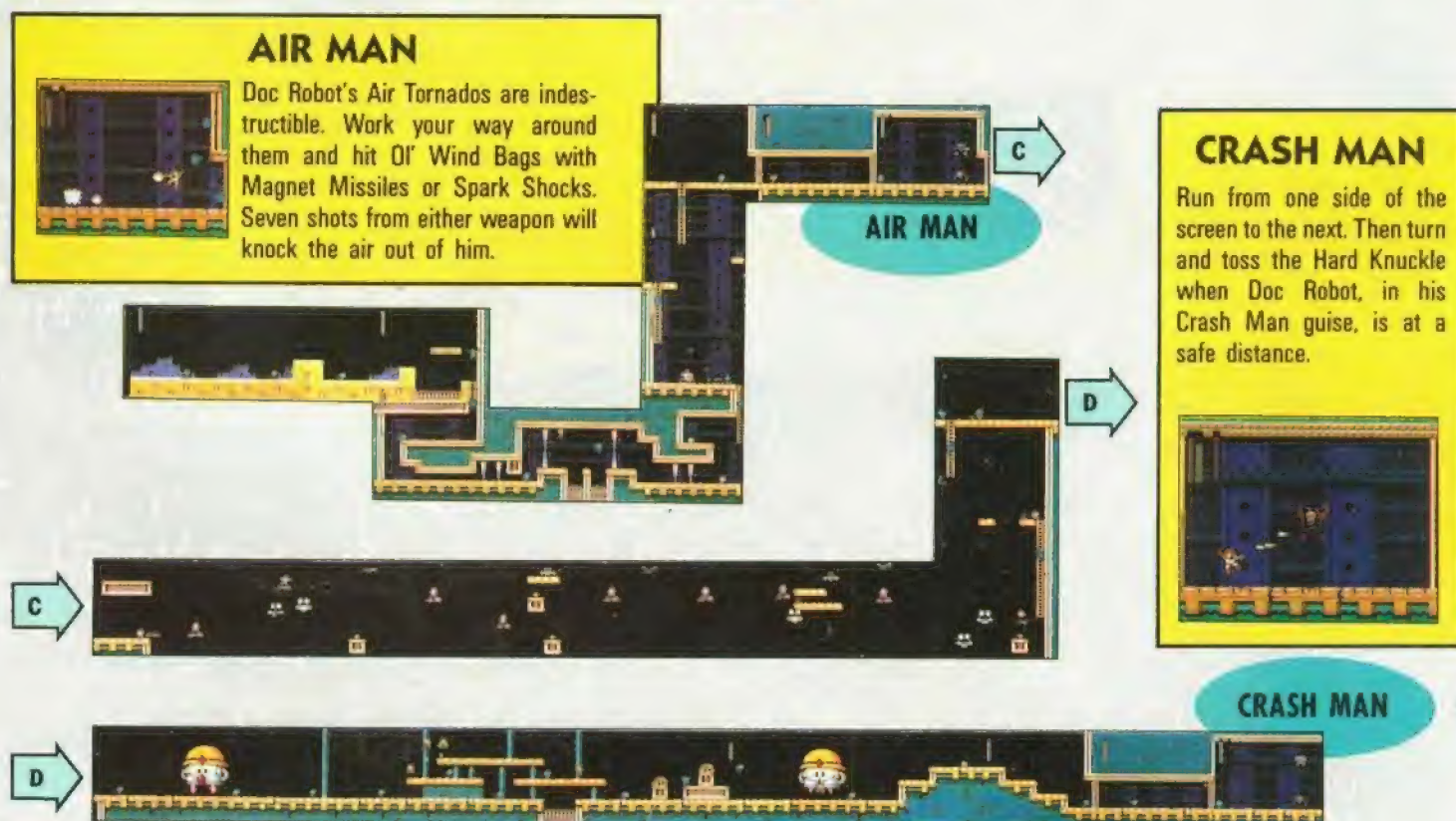
C

HEAT MAN

DOC ROBOT STAGE [GEMINI MAN]



DOC ROBOT STAGE [NEEDLE MAN]





SKULL CASTLE STAGE #1

SKULL CASTLE



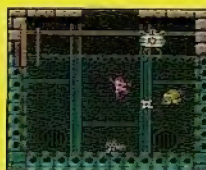
Dr. Wily has been very busy! He completely updated his Skull Castle with new hi-tech gear. Everything has changed since you last visited in Mega Man II. Wily returns to Skull Castle to put the finishing touches on his new creation. Take each challenge as it comes and soon you will find him.



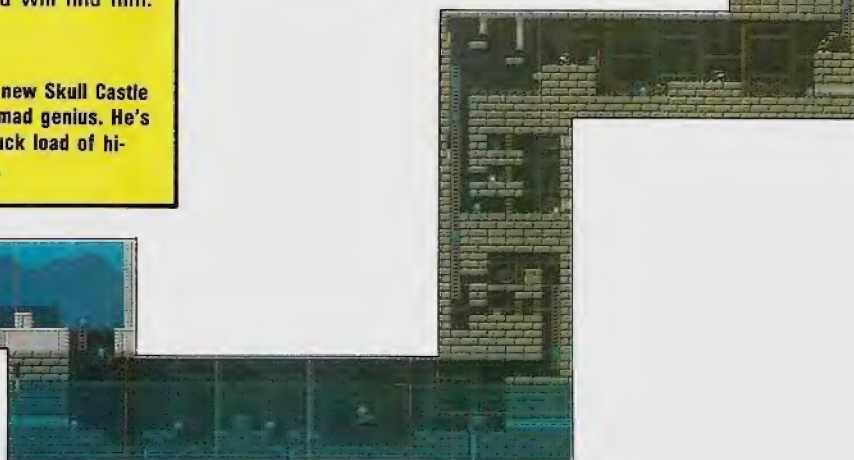
Dr. Wily's all new Skull Castle is a work of mad genius. He's installed a truck load of hi-tech gadgets.

TURTLE MACHINE

Don't waste your time on trying to penetrate the armor of the Turtle Machine. Aim for the Turtles instead.



When you destroy the Turtles, the machine will follow in kind.

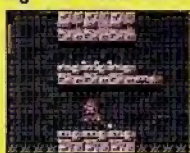


SKULL CASTLE STAGE #2



FLOAT OVER

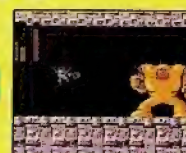
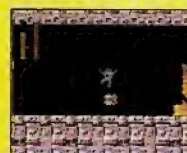
Avoid the spike-lined floor by employing the Rush Jet.



Float over the sharp surface with the Rush Jet.

THE ROCK MONSTER RETURNS

This sturdy machine is one of Dr. Wily's most incredible creations. Avoid the pieces as they move across the room and hit the whole creature with the Hard Knuckle.



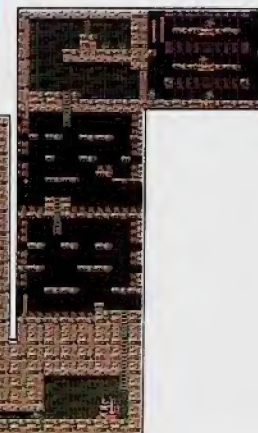
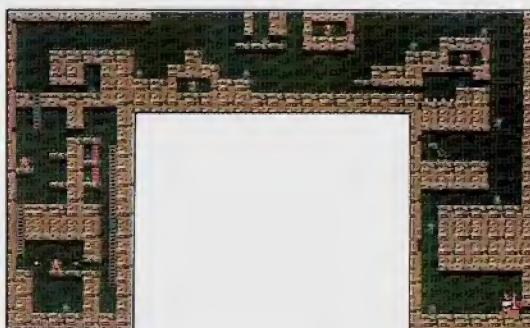
SKULL CASTLE STAGE #3

TRIPLE CLONES

Three Mega Men appear here. Only one can be hurt. Give them each a shot to see which one reacts. Then test them again when they change places under the Beam in the center of the room.



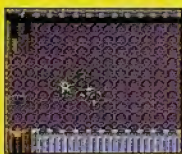
Find out which Mega Man can be hit and pelt it before it moves.



SKULL CASTLE STAGE #4

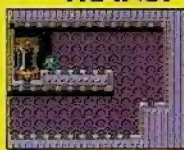


BLOCK TOSSER



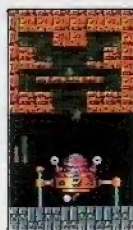
Taking a cue from one of Mega Man's original enemies, Guts Man, this creature tosses blocks at a rapid rate. Avoid and fire.

ANOTHER TRANSPORTER



Just as you did in Mega Man II, you will again transport for encore battles with all of the biggies. Ouch!

SKULL CASTLE STAGE #5

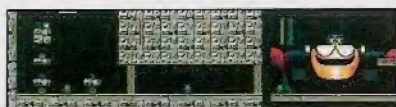


PINBOT

Wily appears first in this strange contraption which moves by planting pins into the ground and dragging its body along. Aim for the Cannon on its belly first. Then go for the bulb up top. You'll be able to put it out of commission but Dr. Wily will still escape.

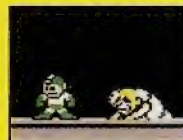
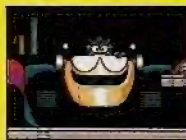


FINAL STAGE



PEACE KEEPING ROBOT (NOT!)

You didn't really think that Dr. Wily wanted to build a peace keeping robot did you? No. This robot is as evil as they come. Jump up to the ledge on the right and leap to the left with a Search Snake attack.

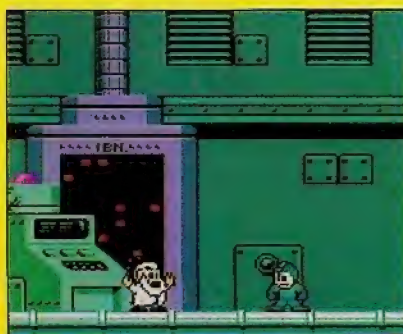


The only way to cause damage to this monstrosity is to hit it on the topside with Search Snakes.

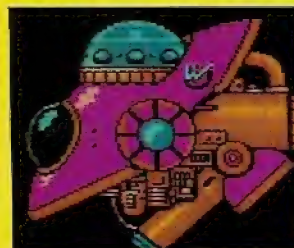
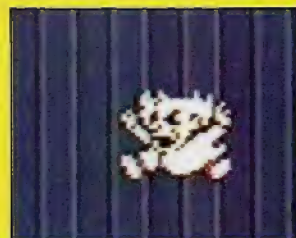
WILL WILY RETURN?

THE STORY CONTINUES

Once you finally dismantle all of Dr. Wily's latest creations, he will again beg for your forgiveness. Then the baffling Break Man will return and appear to crush the evil scientist with a block. What could this possibly mean? We'll only know for sure in Mega Man IV. At this point, the sequel is only a rumor. It's possible that it could be made for the Super NES. Keep your eyes open. In the meantime, you can check out Mega Man for Game Boy. The enemies and stages are similar to those for the original NES Mega Man. That could mean that Mega Man II and III are also in the works for Game Boy. Our little robotic hero is fast becoming a classic character in the Nintendo Universe.



Dr. Wily says that he will change his evil ways. Don't you believe him!



What will become of Dr. Wily and his wacky inventions? Only time will tell!



TROPICAL ADVENTURE

STARTROPICS

96

Unravel The Many Mysteries Of A Remote Island Chain

The famed archeologist, Dr. Steve Jones, has disappeared from his small island laboratory where he has recently made an amazing new discovery. As his nephew, Mike, you must search the islands for the Doctor and, in the process, uncover the secrets of the south seas.

Your journey covers eight giant chapters of action and adventure. There are ten underground tunnels, dozens of mysteries, a huge spaceship, tons of secret passages and, if that's not enough, an enormous submarine-swallowing whale!

You'll start with a powerful island Yo-Yo to fend off enemies and earn more weapons along the way.

Your journey begins on the island of Coralcola where you'll fight through an underground tunnel to your uncle's laboratory. There, you'll find the Sub-C, Dr. Jones' mini-submarine, and set sail.

Your main objective is to find and save your uncle, and to discover the circumstances behind his disappearance. There are plenty of surprises along the way, too! Each chapter contains a new twist to the plot.

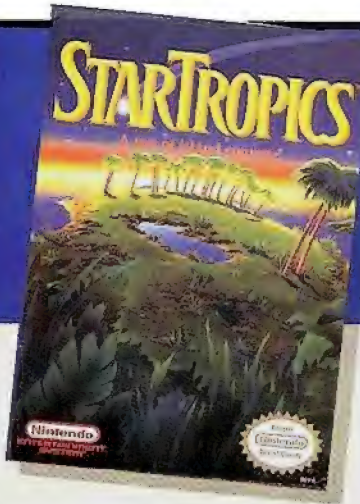
First, you'll have to save a young dolphin from

the underground lair of a terrible Octopus. Then, you'll be shipwrecked in a storm and have to search for a miracle to save the Sub-C.

Your adventure continues with one bizarre



incident after another with a finale in a spaceship circling the planet. And that's not all! There's a good chance that a sequel could surface.



STARTROPICS™

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TAKE OFF ON AN EPIC ADVENTURE

The famed archeologist, Dr. J, has vanished from his C-Island lab. It's up to you to fight through eight exciting chapters and uncover the mysterious plot behind his disappearance.

#1 PRELUDE

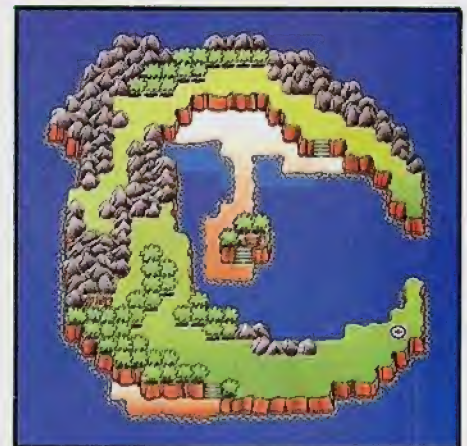
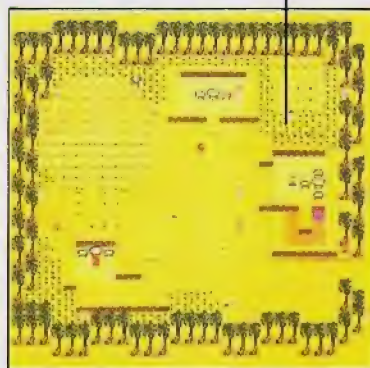
CORALCOLA

The Chief of Coralcola



The Chief of Coralcola will clue you in on the story behind Dr. J's disappearance.

TUNNEL ENTRANCE



THE ISLAND TUNNEL

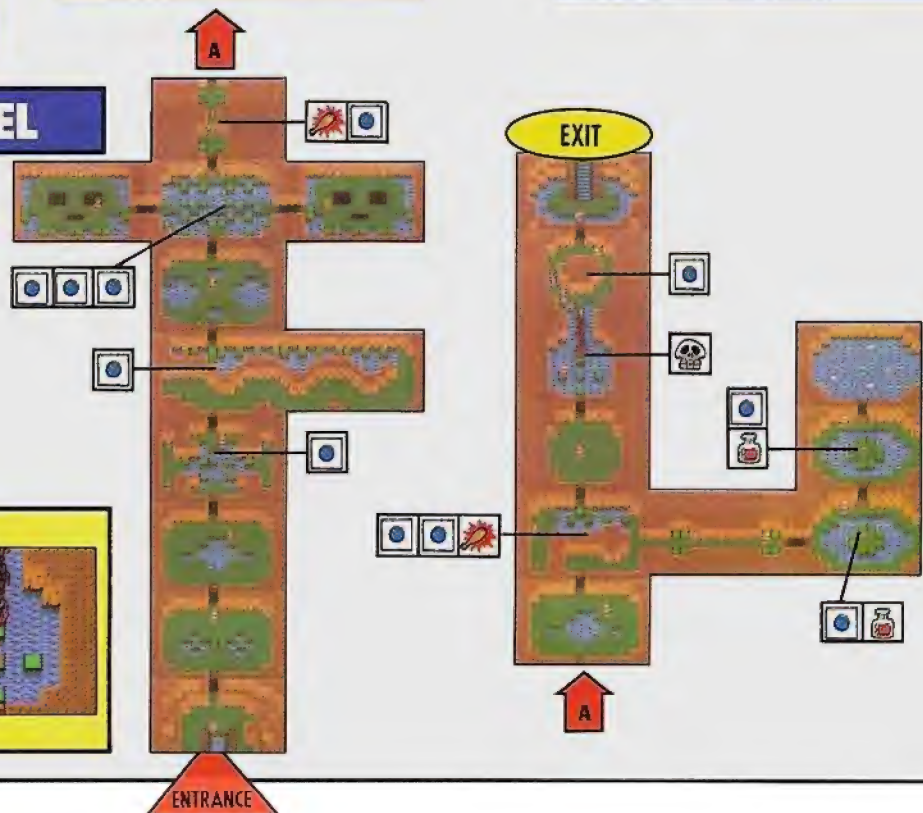
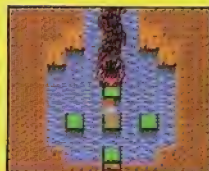
ISLAND YO-YO

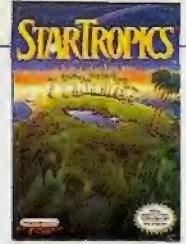
Chief Coralcola will arm you with a Yo-yo. Use it to silence the creatures roaming Island Tunnels.



C-SERPENT

Blast the giant C-Serpent with flames and jump out of the way when it fights back with its own flame attack.





MAP KEY

	Switch		Potion
	Special Weapon		Tunnel Guard
	Magic Item		False Exit
	Small Heart		Secret Tunnel
	Big Heart		

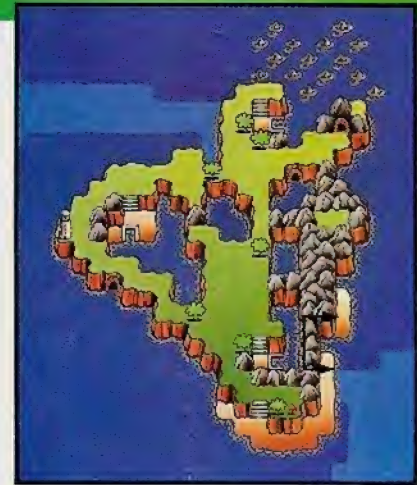
#2 DOLPHINS

OCTO'S LAIR

SUB-C



You can use Dr. J's mini-sub to hop from island to island. The onboard robot, Nav-Com, will help you along the way.



OCTO THE HUGE

You must take on the incredible Octo in order to save a young Dolphin. Octo will pelt you with Ink Pellets from a distance and, occasionally, move in for a closer look. That'll be your cue to freeze him with a Snowman Doll and hit him with a rapid-fire Yo-Yo attack. If you're quick on the draw, two Yo-Yo barrages will do the trick.



SEEK SECRET PASSAGES

Shadows near walls often expose secret passages. Keep your eyes open for them and walk through the walls.



HIT 'EM WHEN THEY'RE UP



Up/Down Tiles come out of the water, then sink again. Watch them and get hopping as they're on their way up.

ENTRANCE

#3 STORM AND CALM

THE TUNNEL TO CORALCOLA

FALSE EXIT



Don't exit through this room. You'll end up on the wrong side of the mountain range and have to re-enter the tunnel from the beginning.

SHED LIGHT ON THE TUNNEL

Some tunnel rooms are dark when you enter them. Search for a Light Tile and you'll be able see where you're going.



MIRACOLA



MAGMA'S MOLTEN TUNNEL

WATCH THE ENEMIES

Watch where the enemies in dark tunnel rooms travel and you will know where there is solid ground. Hop on those Tiles and search for light.



DEAD END

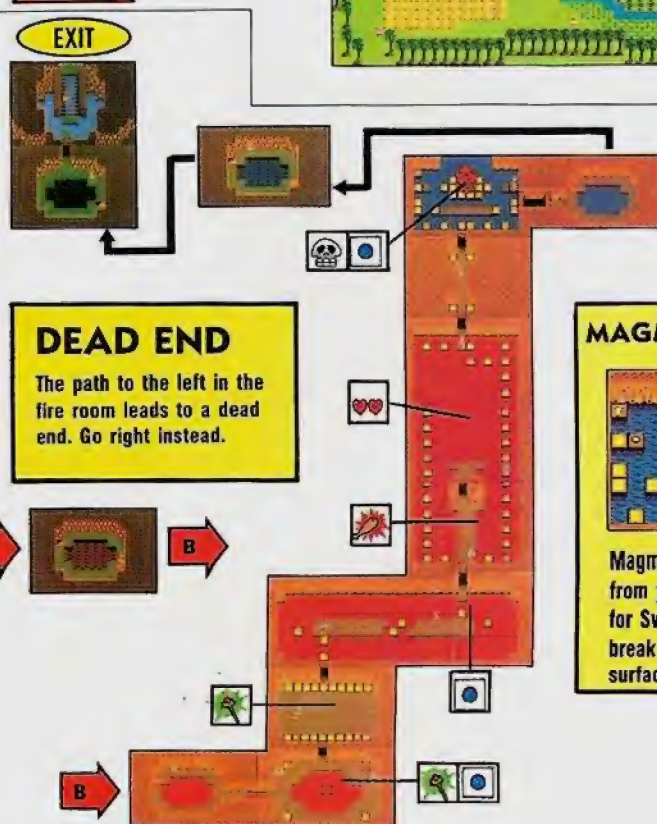
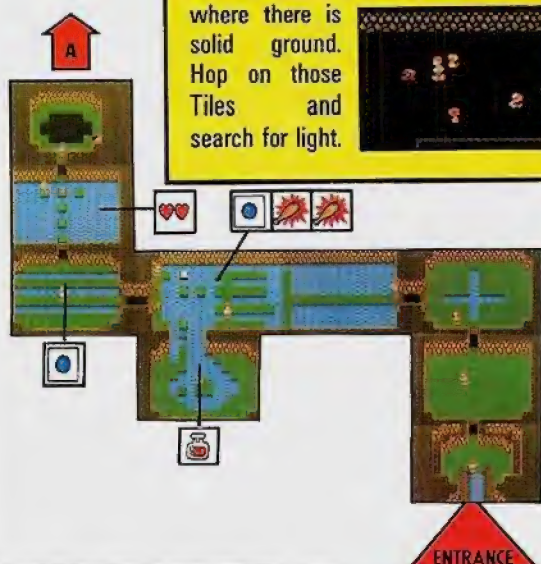
The path to the left in the fire room leads to a dead end. Go right instead.

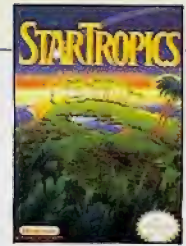


MAGMA THE FIERCE



Magma absorbs shots from your weapons. Look for Switches that will break his bond with the surface. You'll sink him.





THE GHOST TUNNEL

DIMHAGS

Like the Wizzrobes from the Legend of Zelda, Dimhags release powerful blasts of magic. Use Miracle Mirrors to bounce the magic back to them and give them a taste of their own powers.



MAXIE

Use a Rod of Sight to make Maxie come out of the dark. Then hit him with a big Bola attack. He'll go down in flames.



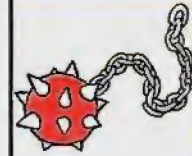
Lob Bolas in Maxie's direction and try to avoid the Minies and shots from the Mini-Volcanos.

FLASH!

With a flashbulb-like burst, the Rod of Sight reveals otherwise invisible ghosts.

SHOOTING STAR

The queen of Shecola will reward your heroics with the strong Shooting Star. Use it to hit faraway enemies.



SLUG IT

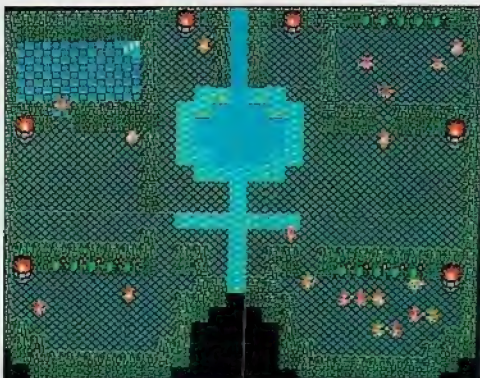


Hit the slug near the stairs with your Yo-Yo and reveal a secret passage. Don't go up the stairs.

THE GHOST VILLAGE



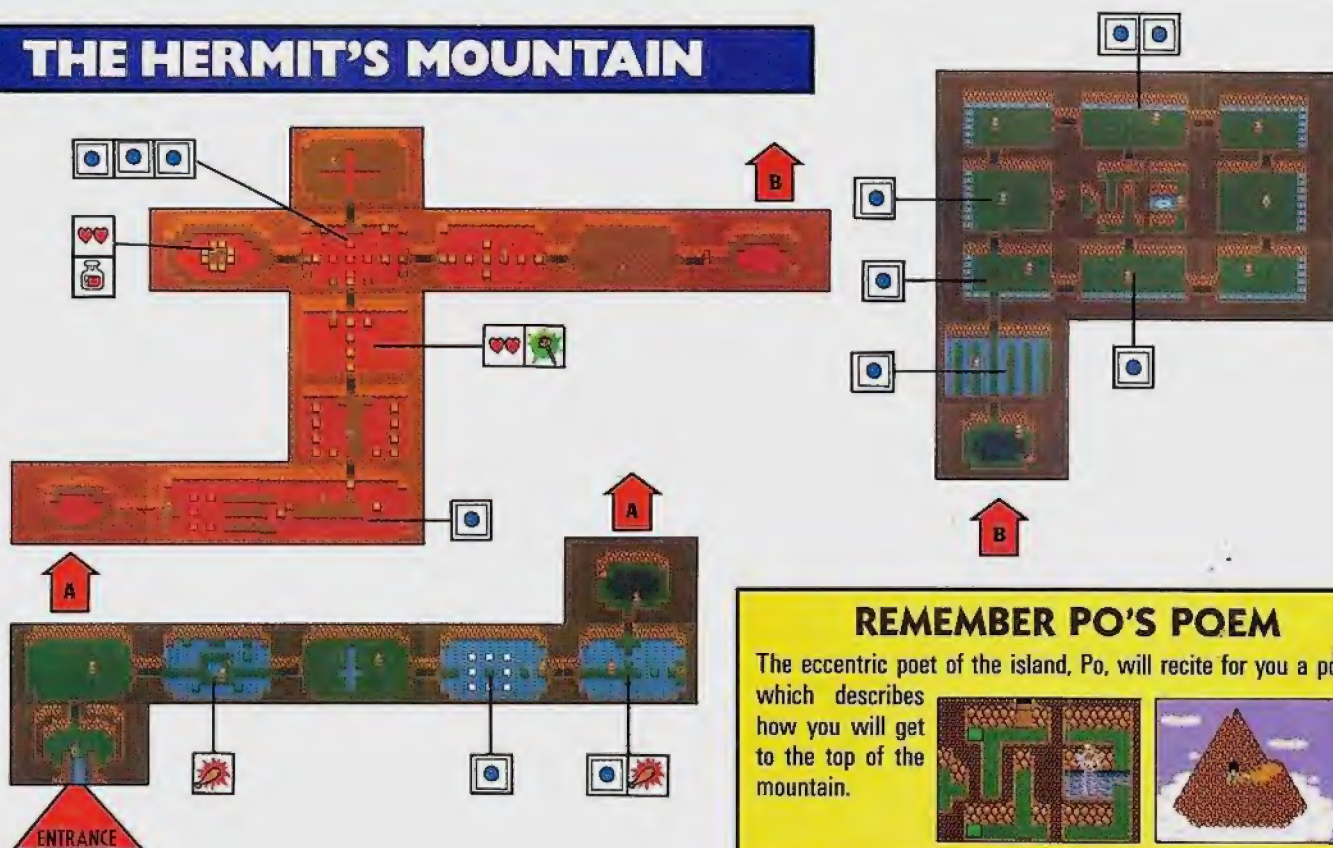
SHECOLA



THE WEST TUNNEL



THE HERMIT'S MOUNTAIN



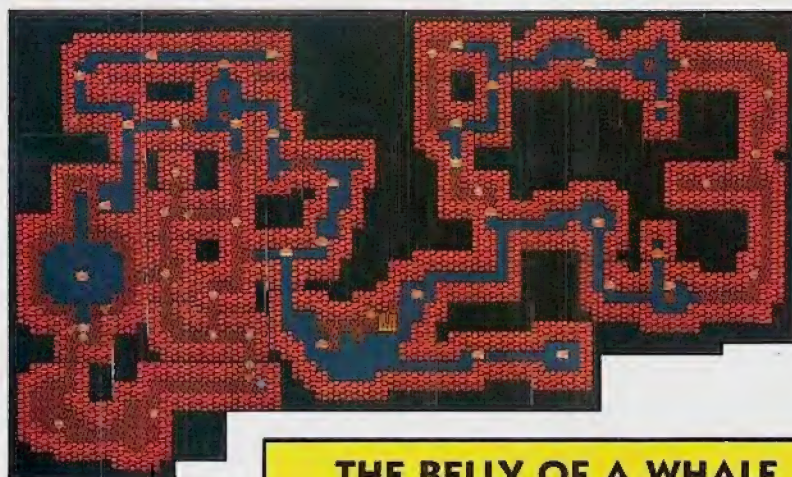
REMEMBER PO'S POEM

The eccentric poet of the island, Po, will recite for you a poem which describes how you will get to the top of the mountain.



#4 CONFESSION

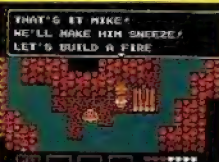
INSIDE A WHALE



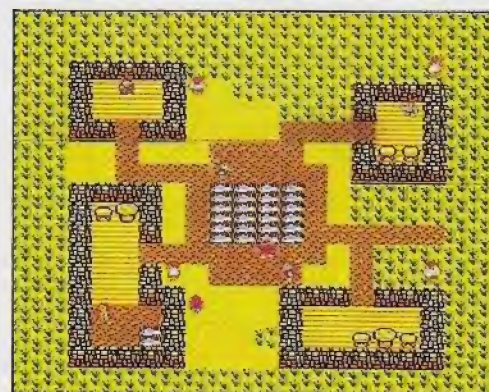
LIGHTER

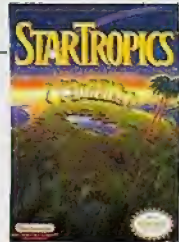
THE BELLY OF A WHALE

As you travel eastward from Tunacola, a Whale will swallow the Sub-C. You'll find Baboo, Dr. J's assistant, inside. Retrieve his Lighter and you can escape.



TUNACOLA



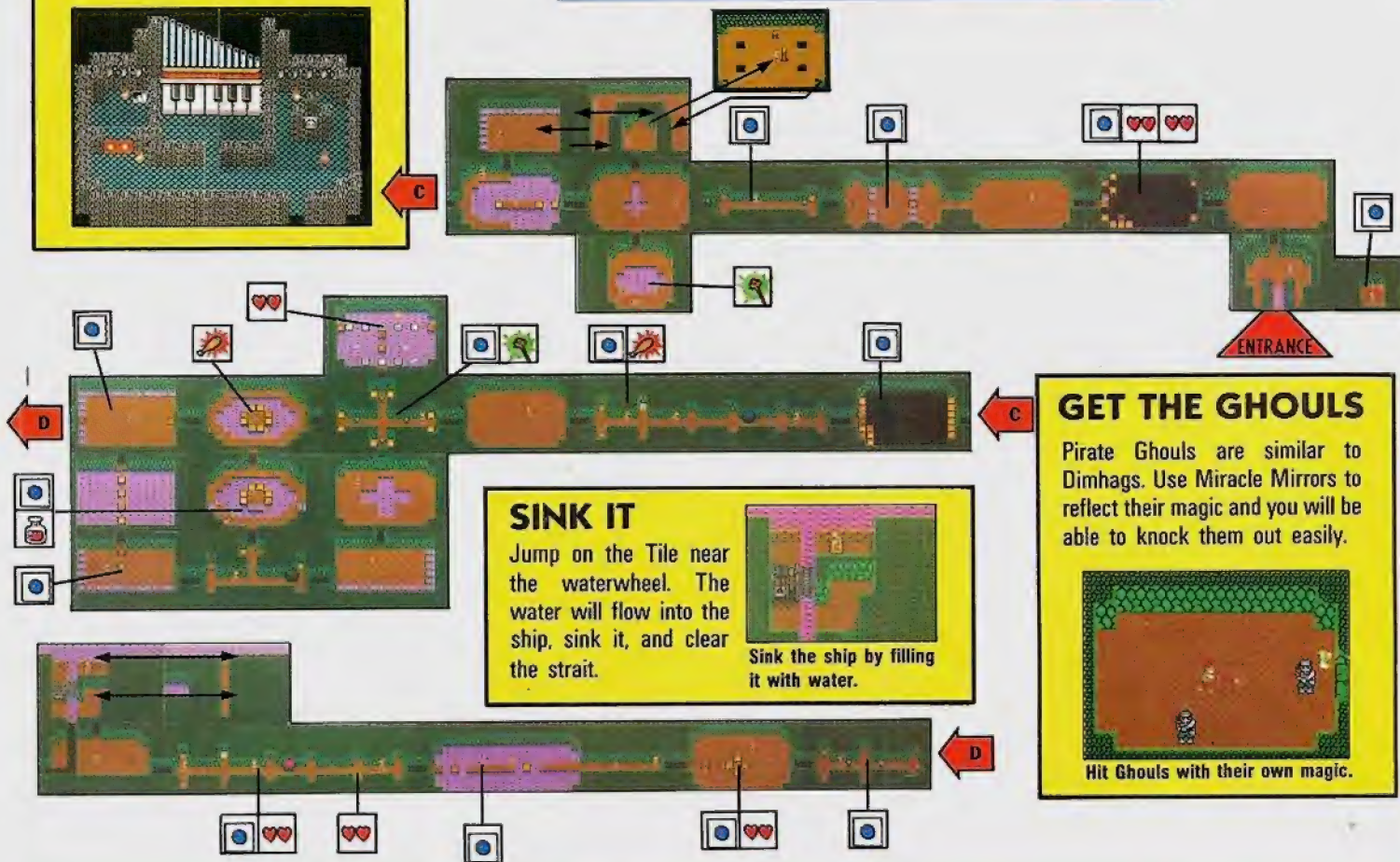


#5 CAPTAIN BELL

CAPTAIN BELL'S CAVE

THE MEMORIAL

The pipe organ in Captain Bell's Memorial is the key to the underground tunnel. Play Pete's tune on the keys to unlock the entrance.



SINK IT

Jump on the Tile near the waterwheel. The water will flow into the ship, sink it, and clear the strait.



Sink the ship by filling it with water.

GET THE GHOULS

Pirate Ghouls are similar to Dimhags. Use Miracle Mirrors to reflect their magic and you will be able to knock them out easily.



Hit Ghouls with their own magic.

#6 REUNION

NAV-COM KNOWS DIRECTIONS

You'll get an update on Dr. J's location whenever you talk to Nav-Com. Keep searching.



Nav-Com lets you know how close you are to Dr. J's location.



DR. JONES!



When you find Dr. Jones, he'll tell you of an alien plot and three hidden Cubes. Board the spaceship and retrieve the Cubes.

BROKEN JOE

The weak point of this Easter Islander is his open mouth. Hit him with Horse Hides when he opens wide.



Toss some Horse Hides Broken Joe's way when he opens his mouth.

THE STATUES OF TWIN SUMOCHO

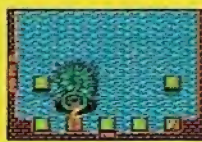
While you're taking on the Statues of Twin Sumocho, use the Asterisk and stay near the center of the room. You'll be able to hit them both at once and defeat them in double-time.



Hit the Statues with the Asterisk from the center of the room.

GIANT TURBOSS

The squid-like Giant Turbross fights like Octo The Huge. Jump left and right to avoid its shots and hit it hard when it moves in.



Hit the Giant Turbross with several shots when it gets within range.

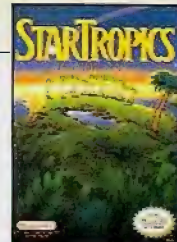
THE BIG ROCK TUNNEL

CIPHERS

The mysterious meteor in the lost ruins holds some clues about what's to come. Study it carefully.



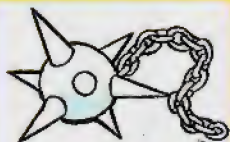
TURBOSS CAVERNS



#7 ALIEN SPACESHIP

WARP TO JET-PACK JUMPER

SUPER NOVA

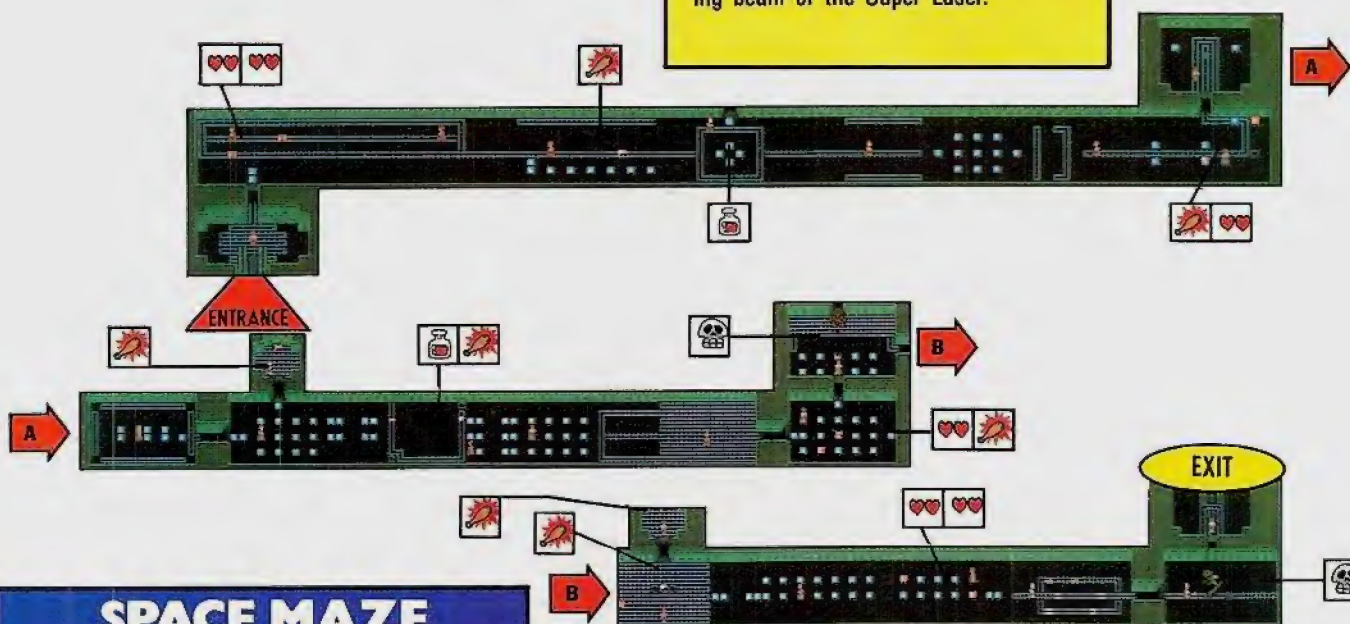
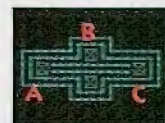


Once you retrieve the first Cube, you'll be rewarded with this most powerful weapon.

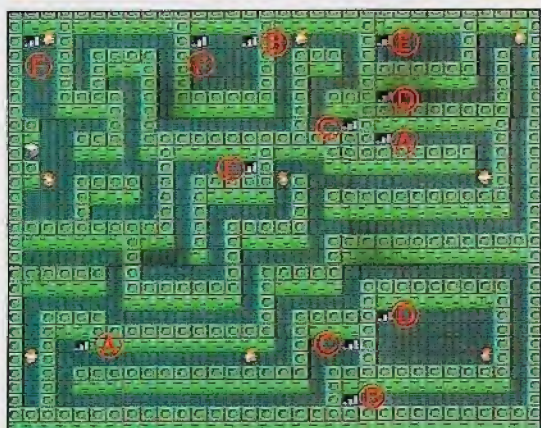


JET-PACK JUMPER

The Jet-Pack Jumper is a wide robot. Instead of meeting it head on, approach it from the side and hit it with the spreading beam of the Super Laser.



SPACE MAZE



BREAK THE WALL

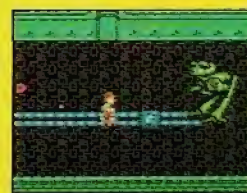
There are a few weak walls in the spaceship. Look for cracks and hit those sections to open entrances to hidden rooms.



Some hidden rooms hold Potions and Hearts.

OBLITERATE OSTROID

The Ostroid is well-built. The only way to defeat it is to hit the Switch which will break the piping and send it tumbling.



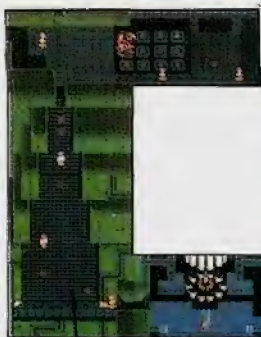
Send the Ostroid down by hitting the pipe-breaking switch.

#8 FINAL BATTLE

THE CONTROL CENTER

POTION POWER

Before you destroy the Main Engine, drop into a trap door, defeat the aliens below and collect three Potions.



ZODA

The evil alien scum, Zoda, has a deadly claw-like hand. Avoid it and blast away when he shows his face.



Blast Zoda when his head appears.

THE MAIN ENGINE

The ship's power source is surrounded by armored plating. Run to the space below the trap doors and fire when the plating opens.



Get into position under the trap doors and blast the Engine.

ZAP ZODA AGAIN

After your first encounter with Zoda, he will change to his true form. Hit him with the Super Nova until your life is

low. Then switch to your Laser. Try to corner him in the lower-right area and keep fighting 'til he's history.



Hit Zoda with a far reaching weapon. He'll take a lot of hits before he's gone.



When Zoda is hurt, he'll change colors and fight even stronger.

THE LAST CUBE



SHIPWRECK



After you collect the last Cube, the alien spaceship will go down.

A DARING SAVE

When the ship goes down over the ocean, you'll go with it. It's good that you have Dolphin friends.



The Dolphins will save you from the water and take you back to C-Island.

THE STORY CONTINUES

Safety at last! After a long journey you'll finally recover the three Cubes and return to Coralcola. Chief Coralcola and Dr. J will be waiting for you. They have the ability to fuse the Cubes together. With a brilliant flash, seven alien children will appear from the Cube. These children are the last of their race. They were planted in the Cubes by Hirocon, an alien who wanted to see his own kind prosper. What will become of these creatures? Have we seen the last of Zoda or was his defeat only an illusion? And what of the messages on the meteor in

the lost ruins? Dr. J will have his work cut out for him in deciphering those strange markings.

Look for the sequel, as the StarTropics story continues!



The Cubes fuse together in a brilliant flash.



Seven alien kids, the last of their race, emerge from the Cubes.



Dr. J attempts to solve the mystery of the meteor markings.



DISNEY DIZZINESS

DISNEY'S DUCK TALES

104

DISNEY'S RESCUE RANGERS

110

Disney

With Duck Tales and Rescue Rangers, Capcom has accomplished the difficult task of creating top-notch video games with characters from popular syndicated cartoon series. Others who have tried to make the transition between animated television and video games have found that it takes more than just a popular character or theme to make a great game. With quality programming, Capcom has managed to project the same special personalities in its video game characters as Disney has in its highly successful cartoon characters.

Scrooge McDuck is a case in point. With a sly wink, a shiny top hat and a slick walking cane, he steps out in style in Disney's Duck Tales. Not one for fisticuffs, he uses his cane like a golf

club to swing obstacles out of his way. When he's not swinging the cane he uses it to Pogo Jump over whatever blocks his path. Released in 1989, Duck Tales was one of the first cartoon-based games to really catch on. Also featuring cartoon cohorts Launchpad, Webby, and notorious nephews, Huey, Dewey and Louie, it's fun and challenging. Four of the five stages take you to remote regions around the world; the fifth takes you out of this world! Use the maps to find your way to the five most valuable treasures in the 'world—and beyond.

Disney followed in 1990 with another hit, Chip 'n' Dale: Rescue Rangers, starring the cheeky chipmunks of cartoon fame. Busy bodies that they are, they make great video game heroes! They defend themselves by either hiding in or

tossing crates, and their cartoon-like enemies include Kangaroos that serve tennis balls, Mice that pop party favors, and Lizards that toss fedoras at the pair. In a terrific two-player mode,



Chip and Dale can interact to help or hinder each other, much as they do in their cartoon show. It, too, is fun for even experienced players. Not content to stay in the park, the toothy twosome explore areas ranging from treetops to coffee shops to toyland. These and other sites are mapped on the following pages.



DISNEY'S™ DUCK TALES

TM CAPCOM USA, INC.
© WALT DISNEY COMPANY



SCROOGE MCDUCK GETS GOLD FEVER

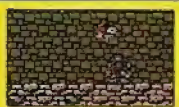
Ever greedy, Scrooge wants the world's five most valuable Treasures. Join him and pals Launchpad, Webby, Huey, Dewey and Louie as they withstand the elements and race time to bring home the gold.

KEY		Find small white Diamonds to pick up \$2000.		Large pink Diamonds yield \$50,000.		Magic Coins make you immune to damage.
		Large white Diamonds are worth \$10,000.		Ice Cream Cones refill one Life Container.		Yum! Cakes refill all Life Containers.

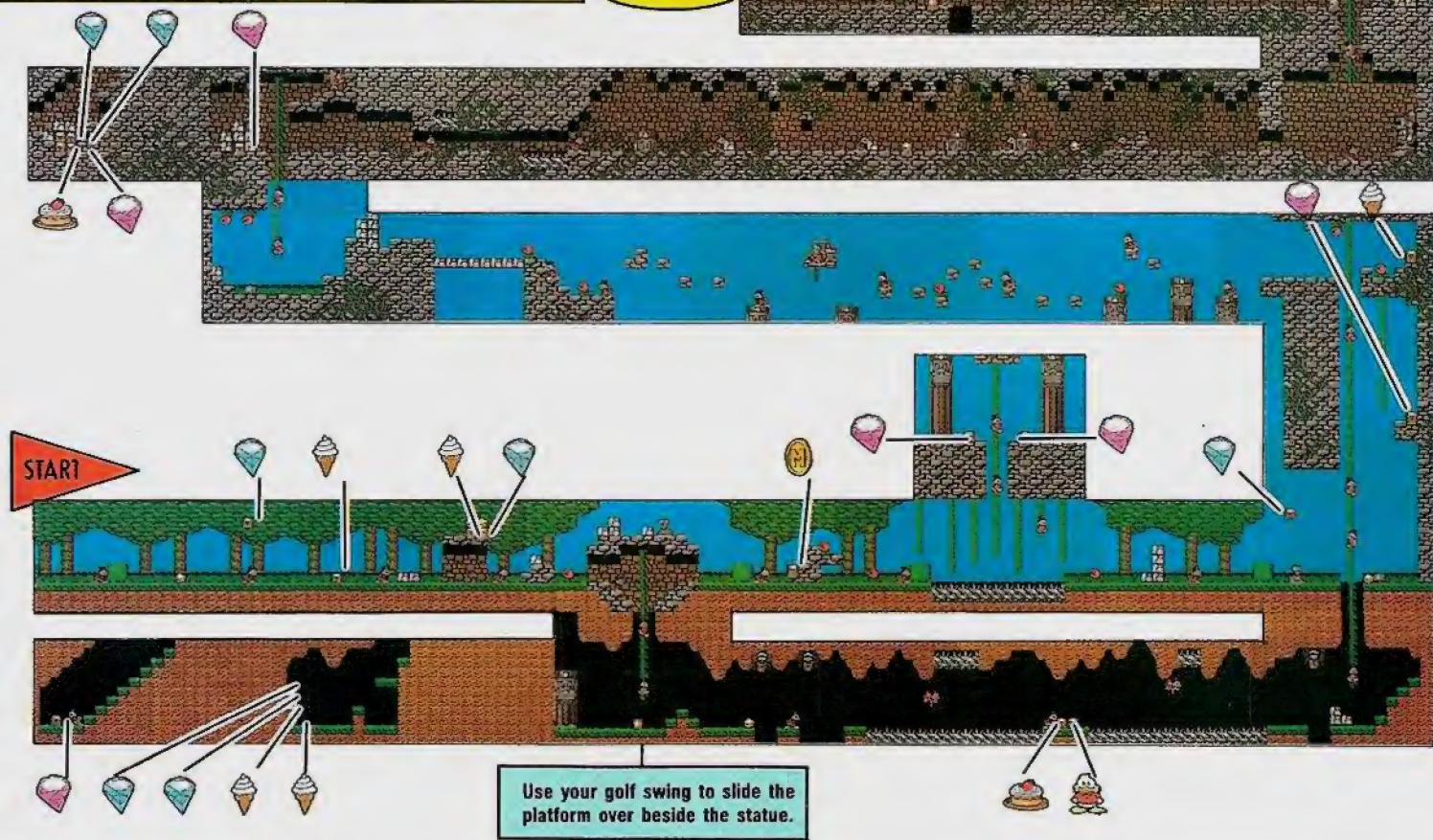
THE AMAZON

THE INCAN KING

Beat earth-shaking Zarduck to get one of the five Treasures, his magnificent Sceptre.



GOAL





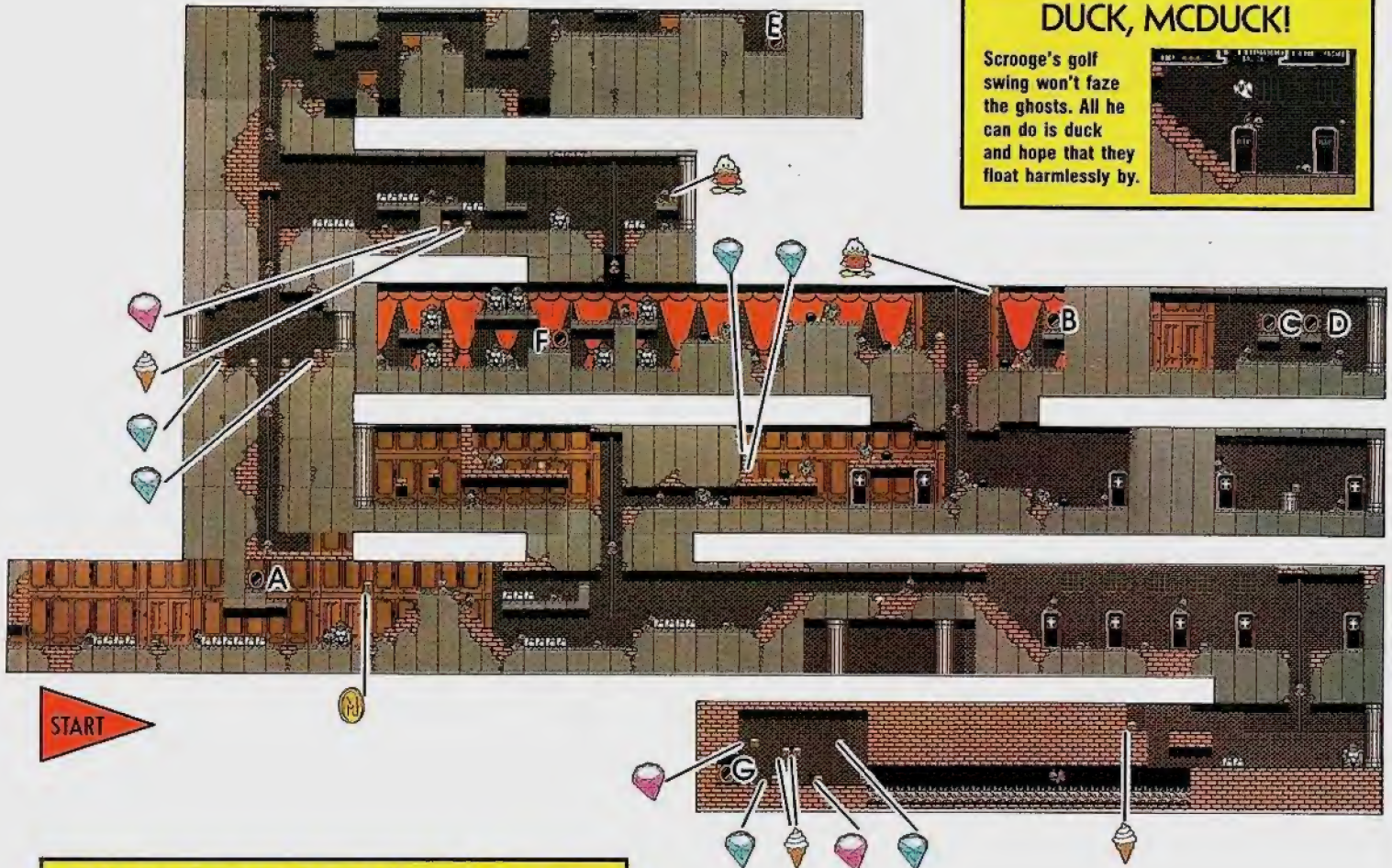
TRANSYLVANIA

GOAL



DUCK, MCDUCK!

Scrooge's golf swing won't faze the ghosts. All he can do is duck and hope that they float harmlessly by.



GO THROUGH THE LOOKING GLASS

The mirrors do more than just reflect the image of a very handsome duck. You can walk through them to Warp from one area to another. Use them with care, though, because they Warp only one way and you'll be stuck wherever you land. Mirror D will Warp you to the end of the stage. Are you really ready to face Magica DeSpell?



WARP CHART

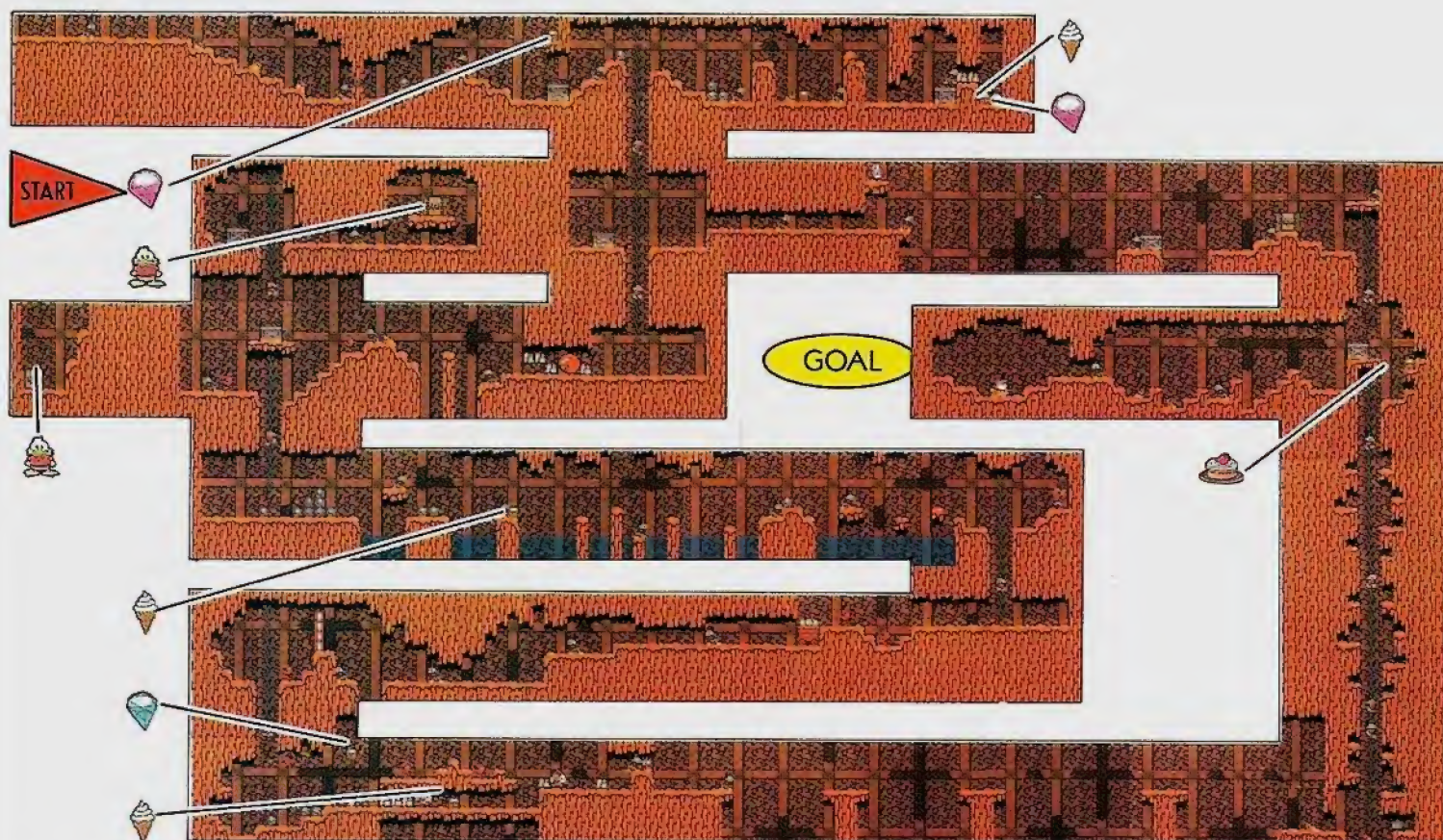
From	B	C	G	D
To	E	F	A	H

LIFE IN TRANSYLVANIA

In mysterious Transylvania, some walls are merely illusions. Try to walk through them. Scrooge begins with three filled Life Containers, but he can raise the number to four by finding one of the two Containers hidden in the game. Look for one in Transylvania.



AFRICAN MINES



BRING THE KEY FROM TRANSYLVANIA

To enter the African Mines, you must have the Skeleton Key from Transylvania. If you didn't bring it with you, go back to Mirror A and Warp to a special room to pick it up.



Walk through Mirror A to find the Treasure Chest that holds the Key.

IT'S SNACK TIME!

Mrs. Beakley fixes very nutritious snacks. She'll toss you some power-packed Ice Cream Cones that will fill up your Life Meter. All you have to do is find her!



FIND THE SECRET ROOM

In the Mine there is a secret 1-Up room, but even if you know where it is, it's difficult to reach. There are three hidden pouches in Area C. Pogo jump to the lower bag, then jump from there to the middle bag. Pogo from the middle bag to the upper bag, then go left at the top of the screen to enter the secret passageway.





HIMALAYAS

POGO IN SNOW? NO GO!

Scrooge just sinks if he tries to Pogo on soft snow, and he'll be stuck for a few moments to boot. Instead, either use regular jumps or just walk.



BUBBA DUCK ON ICE

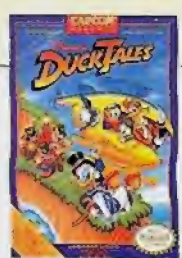
Use the Pogo Jump to break the ice and free Bubba. He'll be so grateful that he'll direct you to a secret room that holds a Life Container.



SLIPPING AND SLIDING ON ICY SLOPES

You have to jump from ice block to ice block while watching for the super sharp icicles that fall from above. Inch over, wait for the icicle to drop, then jump. It's a good thing you can Pogo on these icy surfaces!





THE MOON

MOON WALKIN' SCROOGE

Launchpad occasionally offers Scrooge a ride back to the Control Room. Build up your treasure cache by playing the stage over and over.



Launchpad offers you a lift. Why not take him up on it?

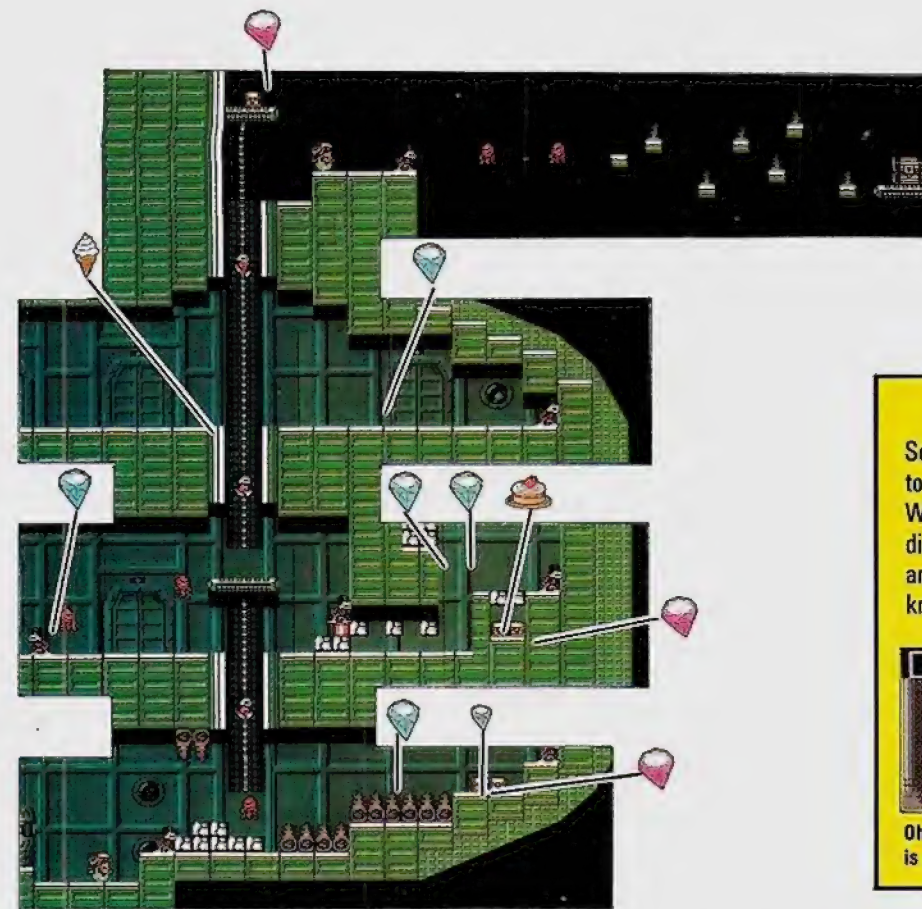


START

GOAL

A WALL BLOCKS THE PATH TO THE FINAL TREASURE

Scrooge tries everything but just can't get past this wall on his own. Who is he going to call? Gizmo Duck! After he finds the Remote Control he can use it to summon Gizmo. He's a motoring moonscape machine—he can break through anything! When the path is clear, Scrooge is once again on his way.



IT'S NOT OVER 'TIL IT'S OVER!

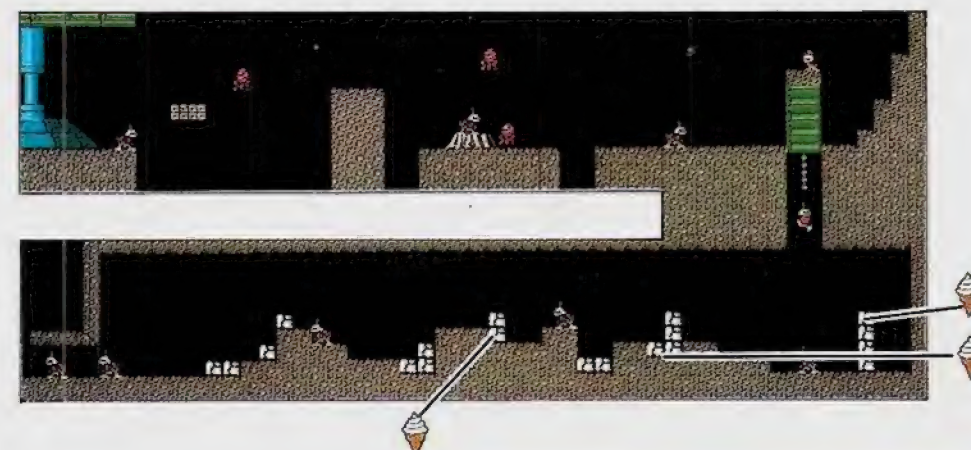
Scrooge has collected all five Treasures and is ready to head for home, victorious. Not so fast, McDuck! When Flintheart Glomgold snatches the goods and disappears, Scrooge has to return to Transylvania and beat Dracula Duck to recover them. He'd better know the ropes before he takes on Dracula!



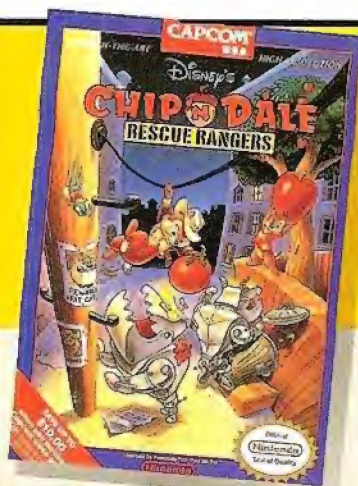
Oh no! This creepy place is all too familiar.



The race is on and Treasures are on the line.



SCROOGE'S FEATHERS ARE RUFFLED! HE'S SPOILING FOR A FIGHT, BUT CAN AN OLD DUCK BEAT DRAC?









DISNEY'S RESCUE RANGERS™

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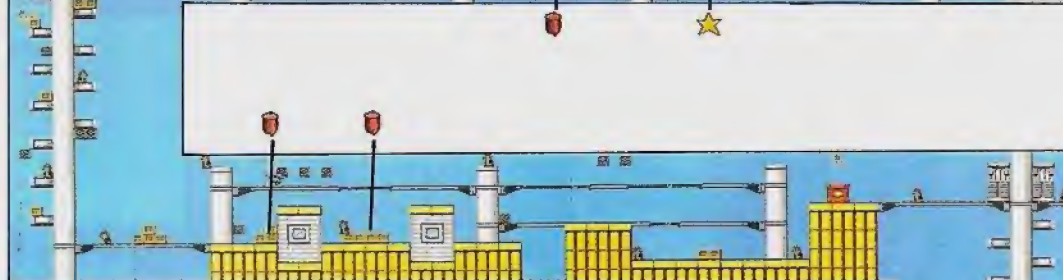
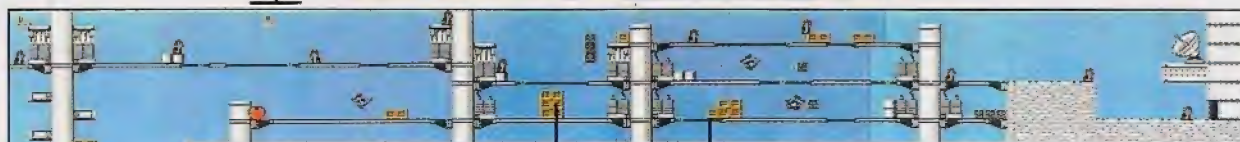
THE RESCUE RANGERS TEAM UP FOR A BIG ADVENTURE

The amazing pint-sized detective team of Chip 'N Dale and the Rescue Rangers are on their biggest case yet. That fiendish feline, Fat Cat, has kidnapped their pal Gadget. Now they've got to face Fat Cat's army of Mechanical Dogs and Robot Rats.

SPECIAL ITEMS		FLOWERS Pick 50 Flowers and you'll earn a 1-Up!		ACORNS Grab Acorns for extra energy.		STEEL BOXES Pick them up and toss them or stack them.
		STARS Find 10 Stars and you'll be rewarded with a 1-Up.		BLACK BALLS Toss these devices quickly, before they explode.		TREASURE CHESTS Open Treasure Chests and get some great gear.

ZONE O

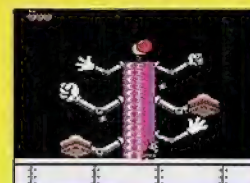
Watch out for the spark! Touching it can be a shocking experience.



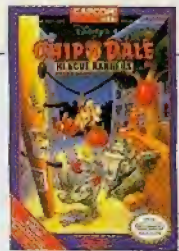
START



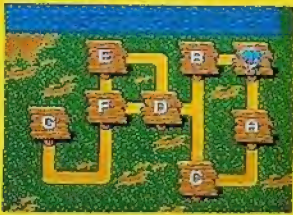
BEAT THE BRUSHER



This multi-armed device tosses sparks. Avoid the sparks, pick up the ball and throw it straight up at the bulb. Five hits will do the job.



OVERVIEW MAP



After you clean out Zone G, you'll rocket to another area.



ZONE A

OWL ATTACK

Make the treetops safe by knocking this big bird to the ground. Avoid the Owl in Zone A when it swoops down and watch for falling feathers. Then send the ball skyward five times.



Dodge the Owl's feathers as they fall from above.



Toss the ball straight up and hit the Owl five times.

ZONE B

START

START

B

B

C

Hit the top of the faucet three times to stop the flow.

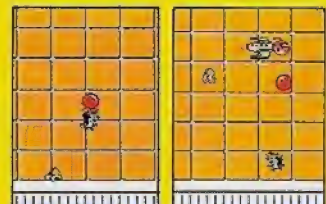
C

D

D

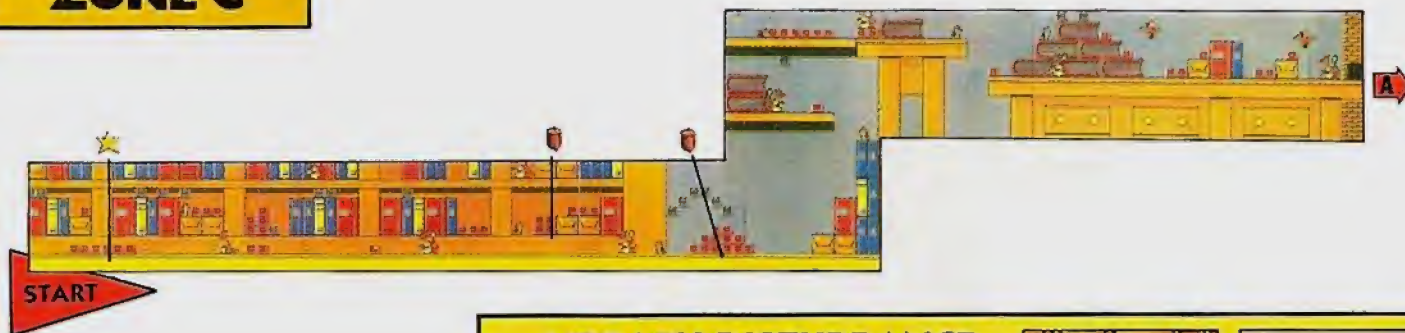
SCRAP THE SPACESHIP

It may look like a toy, but this little alien ship in Zone B is a serious threat. Jump out of the way of the aliens that drop from the ship and counter the attack by tossing the ball straight up at the ship. If you can connect five times, you'll save the day.



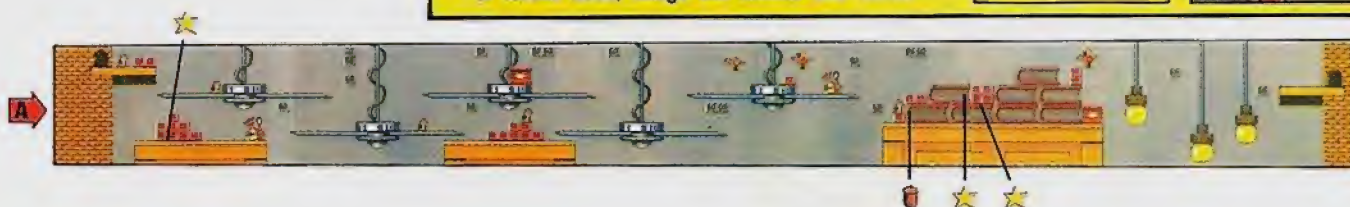
Run from the aliens and toss the ball straight up to dismantle the ship.

ZONE C

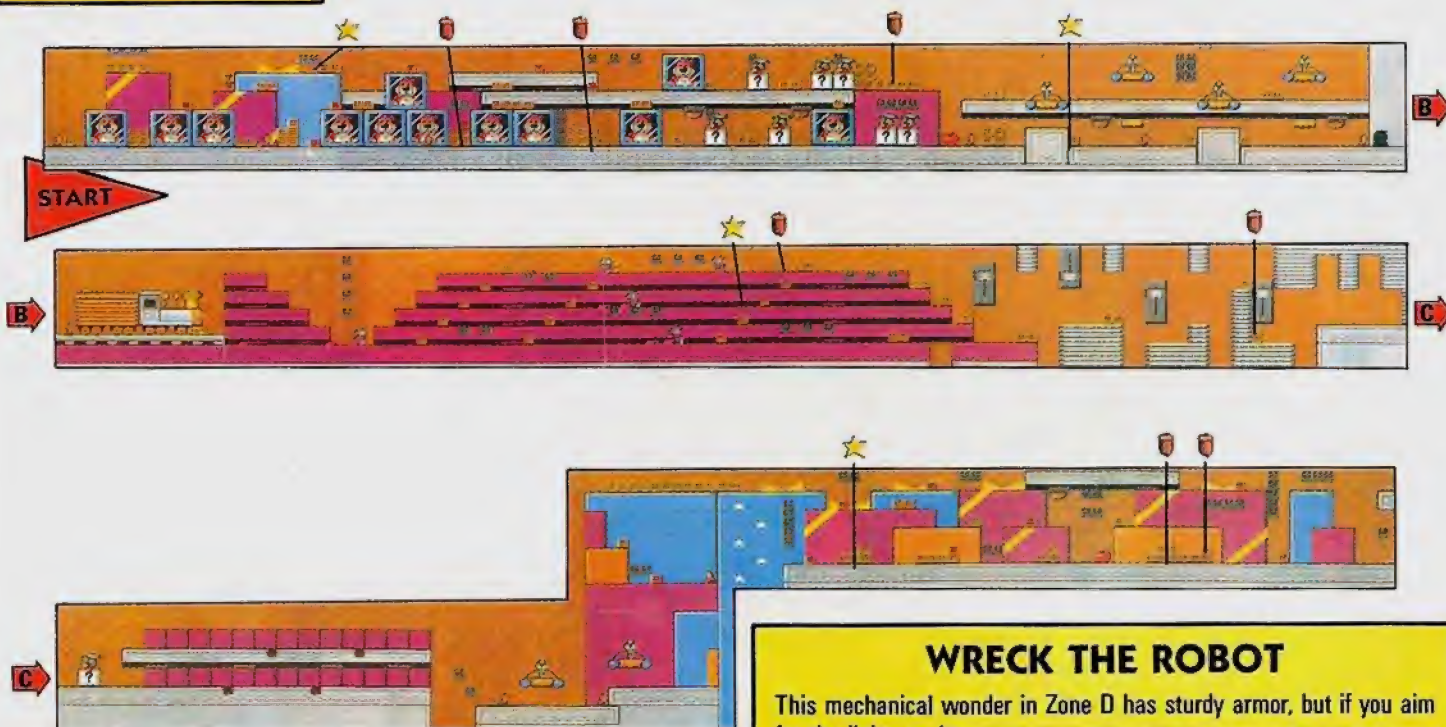


LIBRARY DISTURBANCE

The Zone C library has been taken over by Hawk Bombers and Racquet Roos. Jump over the streams of tennis balls, dodge the bombs and move!

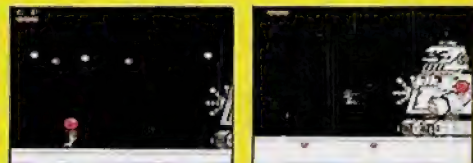


ZONE D

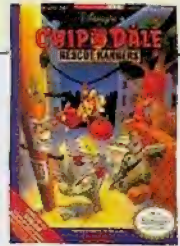


WRECK THE ROBOT

This mechanical wonder in Zone D has sturdy armor, but if you aim for the lights on its front panel, you'll be able to send it to the scrap heap. Watch out for a shower of toy balls and hit it in a hurry.



Look for a hole in the ball shower. Then jump and toss the ball toward the lights.



ZONE E



START



SPARKS FLY WHEN YOU MEET THE GREEN GROUPEE

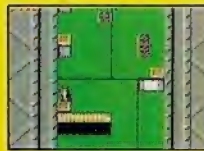
The green Grouper in Zone E swims quickly and sends out an electrical storm of sparks. Think fast and toss the ball as soon as you have a clean shot. This finned fiend is one of the most difficult creatures to defeat that you will come across. Be careful!



Swim from the sparks and toss the ball quickly!

ROLL OUT THE BEARINGS

Big ball bearings and steel pipes are the main features of Zone F. Watch the roll of the balls and avoid getting bowled over. The balls always follow the same pattern. Study them and move when the area is clear. Timing is key in this mechanical mayhem.



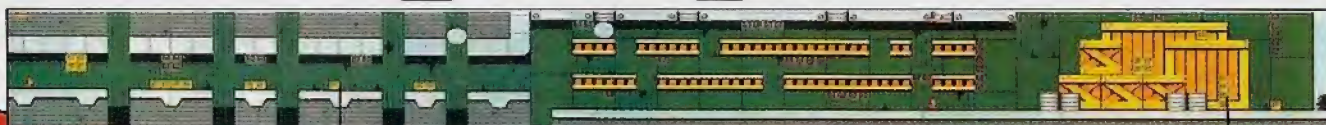
Watch the pattern of the ball bearings and move when the area is clear.



ZONE F

Wait for the balls to drop, then jump to the other side.

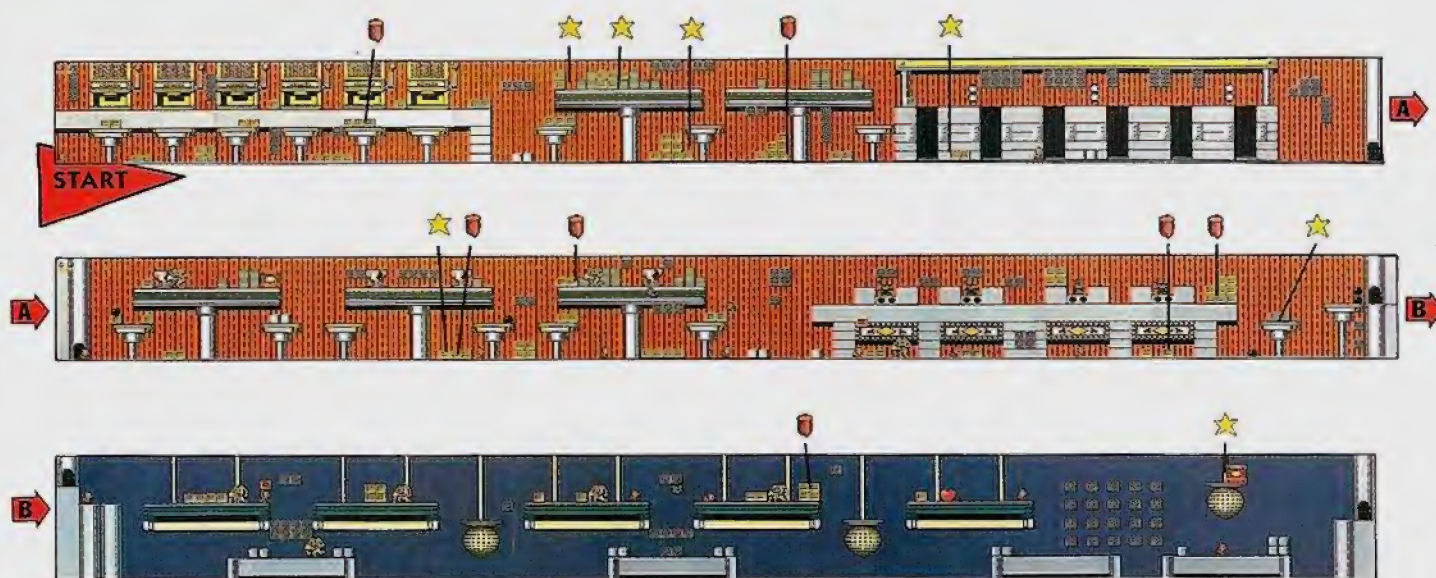
The balls always roll the same way. Watch them before you make your move.



START

F

ZONE G

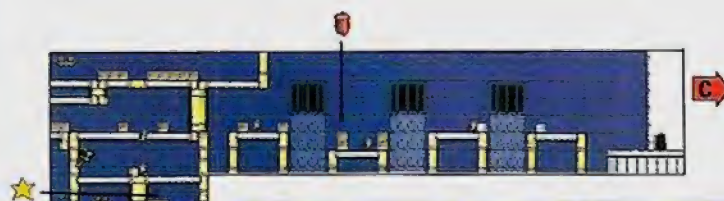


FELINE FOOLISHNESS

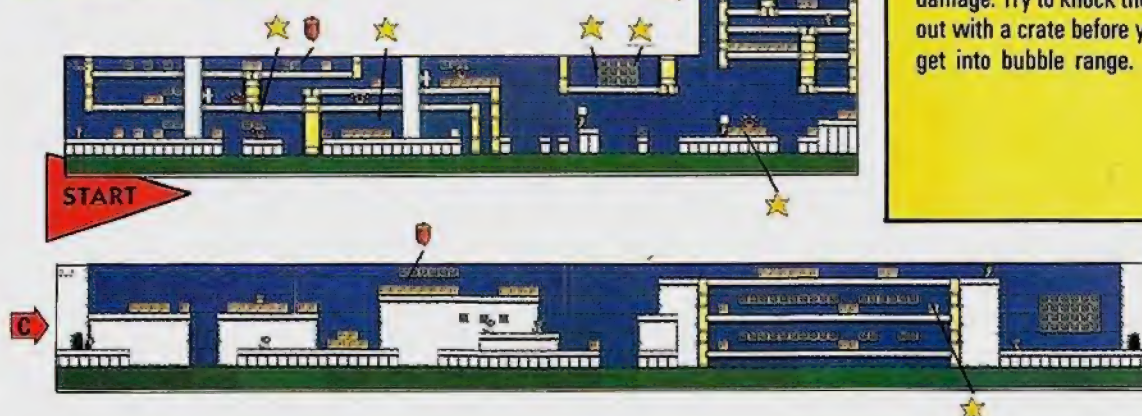
The cat in Zone G is no match for the Rescue Rangers. As soon as you get into the room, jump over the first spike and move into the center. Then toss the ball straight up and clobber Fat Cat. When he throws balls straight down, move to the left slightly to redirect the flow. After you hit him five times, Fat Cat will lick his wounds and run off to his secret hiding place.



Make Fat Cat toss the balls to the left. Then stand in the center of the room and throw your ball straight up.



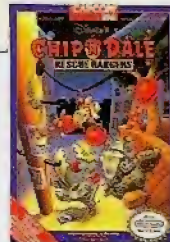
ZONE H



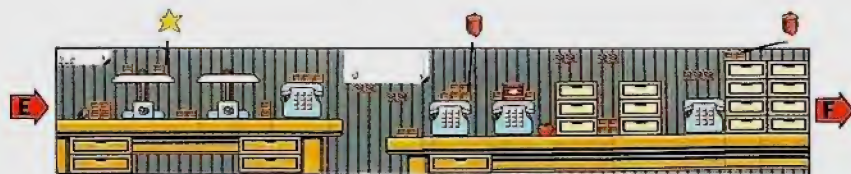
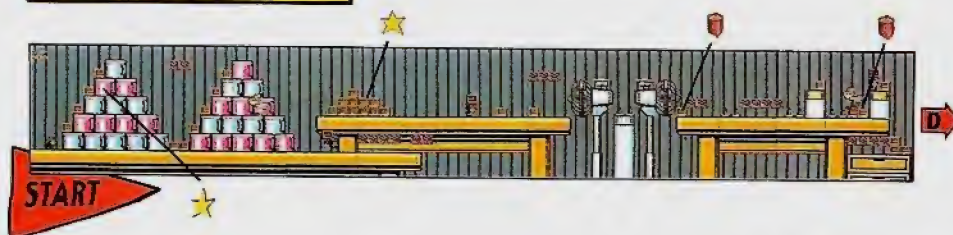
CRACK THE CRABS

Zone H is full of Crabs who send out three bubbles at a time. They can do a lot of damage. Try to knock them out with a crate before you get into bubble range.



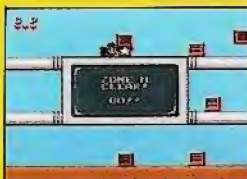


ZONE I



CLEAN UP IN THE BONUS ROUNDS

After you clear a Zone, you'll end up in a room full of Crates. There are Stars and Flowers under every one. Look for a 1-Up Star under the middle Crate on the top row.



Time is short. Get the Stars on the top first. Then go for the Flowers.

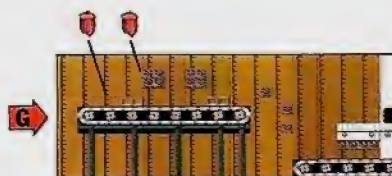
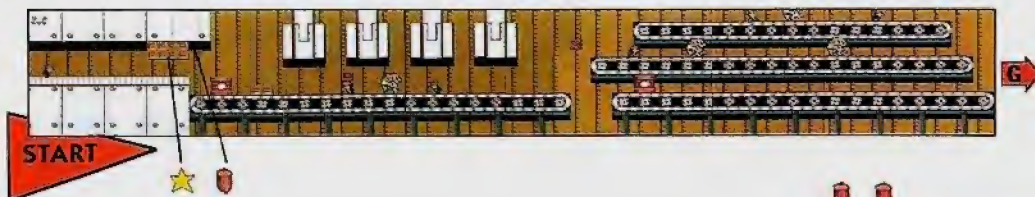
BREAK UP THE CATERPILLAR

Every time that you hit the Caterpillar in Zone I, it'll break into five pieces and drop to your level. Keep an eye on the falling pieces and try to avoid them. Then, when it falls back together, hit it again.

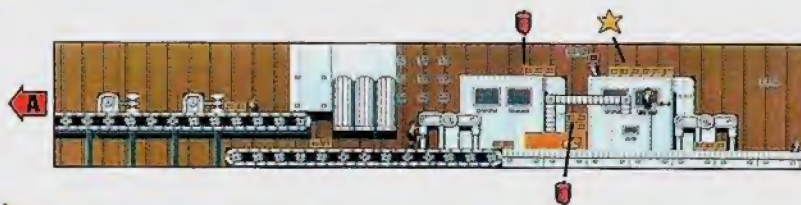
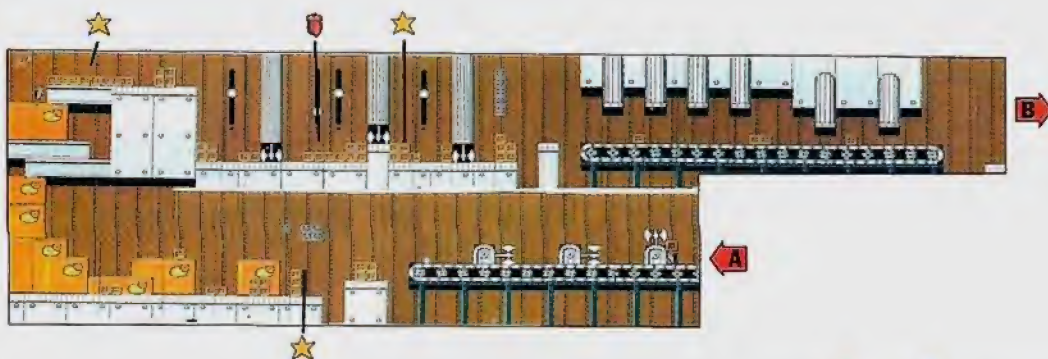


Hit the Caterpillar and dodge the pieces.

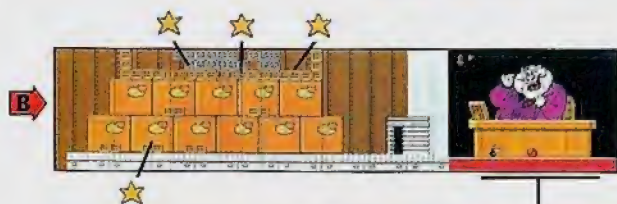
ZONE J



Map Continued
On The Next Page



Map Continued
From The Last Page



**IT'S THE END OF THE LINE,
RESCUE RANGERS!
FAT CAT IS WAITING!**

EXTINGUISH FAT CAT!

The foul Fat Cat flicks ashes down from his cigar as you approach. His smoking habit is bad for your health. Put out his light by dodging the ashes and sending the ball his way. You'll rub him out in no time.



MORE GREAT DISNEY CHARACTERS ARE ON THEIR WAY!

Disney's Duck Tales and Disney's Chip 'N Dale Rescue Rangers are just two of the many Disney/Capcom collaborations which either have already been released or are on the way for the NES.

Mickey Mousecapade was the first NES game with Disney characters from Capcom. It's a fun and challenging five-stage romp with Mickey and Minnie Mouse.

Capcom has also released Adventures in the Magic Kingdom. The game features action-packed adventures in The Haunted Mansion, The Pirates of the Caribbean, Space Mountain and other popular Magic Kingdom attractions, as well as a test of Disney trivia.

Capcom and Disney have also ventured into the world of Game Boy with Mickey's Dangerous Chase, a game similar in style to Disney's Chip 'N Dale Rescue Rangers for

the NES. Mickey and Minnie chase a gift-grabbing cat through their hometown, and just like the Rescue Rangers, they can toss boxes and collect special Power-Ups.

There are also plans for a Who Framed Roger Rabbit Game Boy adventure. Roger runs through 1930's Los Angeles and tries to clear his name of a crime that he didn't commit.

The NES will play host to several Capcom/Disney collaborations in the future. They include TailSpin, The Little Mermaid and Dark Wing Duck.

The Little Mermaid follows the adventures of Ariel as she takes on evil Ursula's deep sea creatures and collects sunken treasure. The soundtrack features many of the songs from the hit animated feature.

TailSpin takes off with Balloo, Louie and the rest of the crew from the animated series

for a high-flying adventure in the wild blue yonder.

Darkwing Duck is based on a new series which will spin-off from Disney's popular Duck Tales this fall.

Watch for news on even more fantastic fantasies to come from this lucrative team of creative forces.





NINJA MAGIC

NINJA GAIDEN

120

NINJA GAIDEN II

THE DARK SWORD
OF CHAOS

126

The Lost Art Of Ninjutsu Comes To Life

The Ninja Gaiden series from Tecmo tells the tale of the Dragon Ninja, a Ninja clan that stealthily works for good in the shadows of the modern world. Ryu Hayabusa, the youngest and next-to-last member of the family and heir to all their Ninja lore, is thrust into his first world-spanning quest in Ninja Gaiden. His father has been mysteriously killed for possessing a strange statue. After battling through armies of martial arts thugs and menacing monsters, Ryu finds his father alive and rescues him. He also

uncovers and destroys a conspiracy led by a powerful being from the Realm Of Chaos, the evil Jaquio.

Ninja Gaiden broke new ground by introducing "cinema scenes," animated graphics between levels that tell the game's story. The story unfolds through these scenes and the further you get into the game, the more story you uncover. Just like great novels, you won't be able to put down either of the Ninja Gaiden games until you've finished them. You'll find video maps invaluable in planning the use of your Ninja Arts and finding your way through the madhouse passages of Jaquio's lair.

Ryu goes back into action in his second adventure, Ninja Gaiden II: The Dark Sword Of Chaos. This time his girlfriend Irene has been

kidnapped by an evil creature known as Ashtar. Ryu's pursuit of evil leads him beyond earthly bounds and into the Realm of Chaos for contact with even more diabolical enemies. Again Ryu must use his Ninja Magic to defeat evil legions and he must do it without the mighty Jump And Slash technique! In one of the most dramatic finales in video games, Ryu eventually triumphs over Ashtar's mysterious master, the re-born Jaquio.

Judging from the popularity of Ryu's first two adventures, we expect to see more of him, his

Ninja Magic and his arch-enemies, the creatures from Chaos, in a third installment for the NES. Will Jaquio be return again? Anything can happen in the dark realm Chaos!





NINJA GAIDEN™

TM 1989 Tecmo, Ltd.



RYU BEGINS A JOURNEY OF DANGER AND VENGEANCE

Ryu's father, a consummate master of the martial arts, has met his end at the hands of a mysterious and mighty Ninja. Now Ryu must use all his skills and wiles to seek out this treacherous enemy, and avenge his father's death.

ACT I DESTINY

AREA 1

GALESBURG

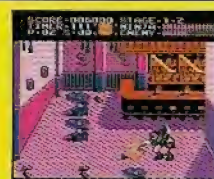


AREA 2

JAY'S BAR

BARBARIAN

The hefty ax he wields is bad business, but he can't finish you off with it. Get him before he comes close enough for a body attack!



ACT II THE ESCAPE

AREA 1

OUTPOST



AREA 2


DEATH VALLEY



NINJA ITEMS

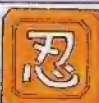
Ryu cannot martial the powers of the Items called out on the maps without Ninja power points.

ART OF THE FIRE WHEEL



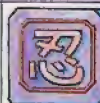
Few enemies can withstand the Art Of The Fire Wheel when used with skill and nerve.

POWER BOOST (RED)




It takes skill and power to attack. With this, Ryu gains an added 10 points of Ninja power.

POWER BOOST (BLUE)




Ryu needs to gain power to use options. The blue Power Boost is worth five Ninja power points.

RESTORE LIFE




Ryu's mission is fraught with life-threatening pitfalls. These six life points are critical!

1-UP




The wily Ryu never misses a chance to increase the likelihood of survival. Get the 1-Up!

NINJA THROWING STAR (3 POINTS)




Thrown straight and true, the Ninja Throwing Star will deliver a powerful message from a great distance. This helps keep enemies as far away as possible. Uses three Ninja power points.

WINDMILL THROWING STAR (5 POINTS)




This is one of Ryu's mightiest weapons. Once released it flies to the attack, strikes, and makes a U-turn to go for the enemies behind him.

ART OF THE FIRE WHEEL (5 POINTS)



Whip out a fistful of flaming rockets and send them upwards and diagonally to nail a fast-moving enemy. This ultimate weapon uses five Ninja power points.

JUMP AND SLASH FIGHTING (5 POINTS)



Ryu's dazzling acrobatics are bad news to the Boss. He spins into action, launching his body into the air with an attack which is impossible to withstand!



AREA 3

AMERA'S ALTAR

BOMBERHEAD

The enemy approaches swinging a mean-looking sickle and chain. If you crouch and duck, you can avoid the lethal blow of this iron-fisted sewer rat. Now make your move swiftly from a crouching position.

The Ninja is master of many moves, but Bomberhead has only one in his lethal repertoire. Once you learn his attack pattern, you will have a significant advantage for it is always the same!





ACT III THE CHASE

AREA I

CRYSTAL LAKE



TIME FOR TIME FREEZE

Eagles are swooping to the attack with razor sharp talons. They won't quit, so use Time Freeze to help you out of this and other tight spots.



WATCH YOUR STEP

The Eagle is wily. He attacks when you are vulnerable—like on this narrow, treacherous path. Shoot or jump and slash before it gets you!



AREA 2

LIZARD MOUNTAINS



TO AREA 2

AREA 3

YOMI'S CAVE

BASAQUER

The cruel and sly Basaquer is the toughest enemy Ryu has yet encountered. His leaping ability is awesome. He is able to fill an entire room with zinging bullets. Drop low to duck the barrage of flying lead. Every time he lands, move in for a hit. He is a relentless enemy, and not easily vanquished. Again and again you must strike when he's on the ground and you see an opening.



Don't get too close to Basaquer. His sword arm has a long reach, and that glittering weapon cuts a wide and lethal swath. Stay clear to stay alive. But Basaquer must be defeated, if Ryu is to claim the ultimate victory.



Ryu's skilled handling of the mighty Windmill Throwing Star is critical to survival amidst the mass of bullets flying his way. By using this ancient weapon, he can stop the bullets coming in at two levels—low and waist high.

ACT IV A TRAP

AREA I

SOUTH AMERICAN AMAZON



TO AREA 2

AREA 2

BAZLISK MINE FIELD



TO AREA 3

AREA 3

HALL OF DEMONS



TO AREA 4

AREA 4

SPACE OF KELBEROSS

KELBEROSS

This may look grim, but these bad guys can't hit you in the area around their bases. It's your best "base" of attack.





ACT V LIFE OR DEATH COMBAT

AREA 1

PRISON OF THE DEAD



AREA 2

CLIFF



AREA 3

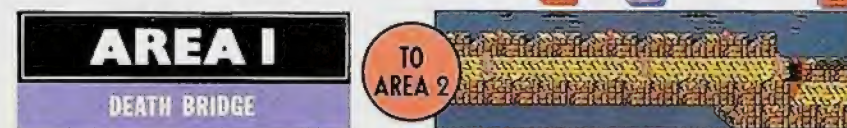
NAILS OF LUKIFELL



AREA 1

DEATH BRIDGE

TO AREA 2



AREA 2

FALL OF THE DEMON



AREA 4

PLACE OF RED EXECUTION

BLOODY MALTH

These lightning bolts strike at set intervals, and they are brutally accurate! Attack low and fast, and get the enemy before your hit points are all zapped out.



ACT VI BATTLE TO THE FINISH

TO AREA 2

AREA 5

PHASE 3

JASHIN

Ryu observes his enemies to learn their weakest points. Jashin's Achilles Heel is his head! Hit it. Now strike fear in his heart.

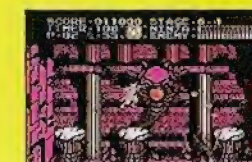


AREA 4

PHASE 1

MOGRU

Go for the lethal ball at the center of the screen. Destroy it, and the Boss is done for, too.



AREA 4

PHASE 2

JAQUIO

Once you have eliminated the spewing ball, Jaquio appears. Find your opening in between his shots.



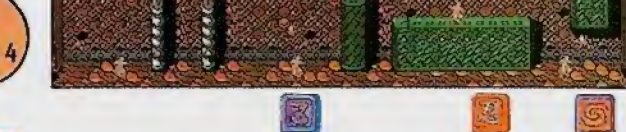
AREA 3

WHERE EVIL LURKS



START

TO AREA 4



TM Tecmo Inc.



NINJA GAIDEN II™

RYU SEEKS OUT THE ENEMY CLAN

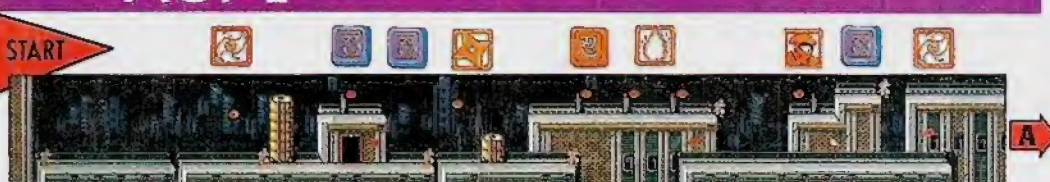
Ryu's mission of revenge drew him into an international plot to destroy the world. He foiled his arch enemy just in time to save mankind. Now his nemesis has risen from the rubble with evil in his heart and power in his sword.



ACT I CITY AMBUSH

AREA I

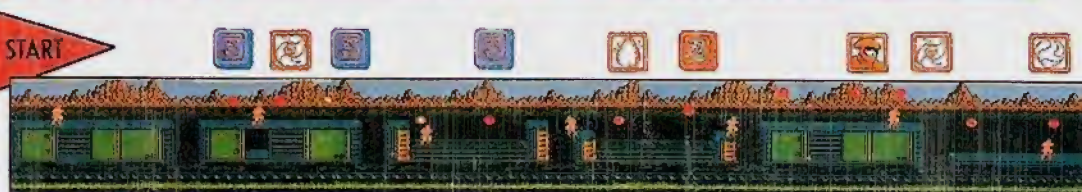
FAR SIDE OF TOWN



ACT II THE JOURNEY TO LAHJA

AREA I

ATLANTIC EXPRESS



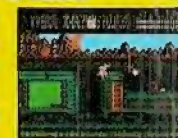
BEWARE OF THE WIND

Exceptionally strong wind currents make for treacherous movement in this area. Ryu finds it most difficult to maneuver in the face of this elemental force. It is critical to time every jump to be in tune with the natural forces of the wind.



BEWARE DIVING EAGLES

The Eagle is quick and merciless in its attack. It dive bombs you relentlessly. The key to success is in your own speed. Pluck it out of the sky before it sinks its talons into your Ninja hide!



RUN THROUGH ENEMIES

Here are many enemies. Plow through them with the Invincible Fire Wheel, and no harm will come to you.



GET THE SCROLL

Blaze a hot trail through your enemies to get the scroll by wielding the Fire Wheel. This is one of the most important weapons to the master of the martial arts. The Scroll raises Ryu's maximum Ninja points.



AREA 2

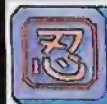
ANSEE'S VALLEY



ITEMS

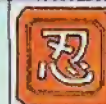
All Items except "Bonus Points" and "Time Freeze" are indicated on the maps.

NINJA POWER-UP BLUE



This lucky find gives you 10 Ninja points to aid you in your venture.

NINJA POWER-UP RED



This Power-Up gives you the maximum number of Ninja points.

1-UP



Here, you can attain a 1-Up worth one more Ninja life. Don't miss the chance.

PHANTOM DOUBLES



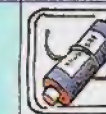
Ryu casts a power shadow with a Phantom Double. It's worth two Body Doubles.

RECOVERY CURE



The Medicine For Recovery is invaluable. It's worth six life-saving points.

HIGHER MAXIMUM POINTS



Ryu can now add another 10 Ninja points to his maximum level.

NINJA ITEMS

The Items listed are indicated on the map shown here. You'll see they give you many necessary powers!

THROWING STAR



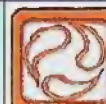
When you fling a Throwing Star, five points go with it! Careful!

WINDMILL THROWING STAR



This powerful weapon requires even more points to launch-10 total.

INVINCIBLE FIRE WHEEL



Few can withstand the onslaught of this power wheel which uses 15 points.

FIRE WHEEL



The Fire Wheel cuts a flaming path ahead of you. Takes eight points to toss.

FIRE DRAGON BALLS

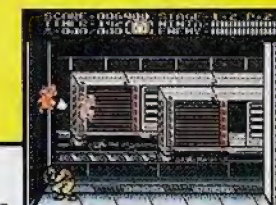


This weapon combines heat and ferocity. Uses eight points.

AREA 2

DANDO THE CURSED

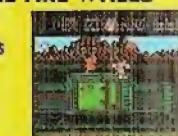
Climb the wall, and jump down to take Dando from behind.



TO AREA 2

TOSS THE INVINCIBLE FIRE WHEEL

Enemies attack from below heaving lethal Throwing Stars straight at your heart. Duck and run.



AREA 3

BARON SPIDER

As Ryu goes up, the evil Baron Spider crawls down and vice versa. Strike swiftly with the Dragon Sword, and you will vanquish Baron Spider.





ACT III THE DEADLY TOWER

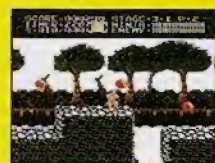
AREA I

THE DARK FOREST



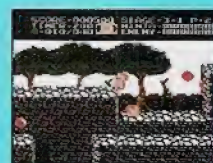
LIGHTNING SHOWS THE WAY

The forest is as dark as the heart of the evil Ninja. It is impossible to negotiate without light. Wait for the lightning to show you the pitfalls. It won't strike you, it just helps you move safely.



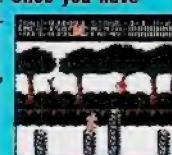
STAY CALM AND JUMP

The path is narrow and the footing treacherous. Be cautious. Don't move until the lightning dispels the darkness. Danger lurks ahead.



ATTAIN THE FIRE WHEEL

The Fire Wheel awaits your command at the top of the steps. This is the best place to attain it. Once you have this incredible weapon in hand, move!



AREA 3

FUNKY DYNAMITE

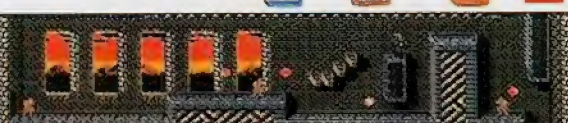
This reptilian super cyborg is the tool of evil. He is equipped with a powerful rocket propulsion system that gives him an aerial advantage. Once on the wind, he aims to demolish with heavy artillery. But he's vulnerable up there! Get him on the fly.



The invincible double of Ryu copies his every move. The Body Phantom may look like a ghost, but it fights like the real thing. If you use the technique, your enemy will come to a quick end when he runs into you.

AREA 2

UP AGAINST THE WALL



ACT IV THE MAZE OF DARKNESS

AREA I

BENEATH THE TOWER OF DREAD



WATCH FOR HOT LAVA

Molten lava spews from deep within the heart of the mountain. Watch to learn the way it erupts from specific places and shoots in four different directions at once. Learn the pattern well. Then if you dare, jump between the lava jets to meet the next danger.

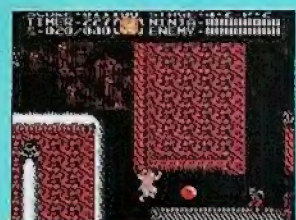


AREA 2

THE DEEP MAZE

JUMP OFF THE WATERFALL

Climb on the left side here as you make your way down. Jump to the ladder on the right.



INVINCIBLE FIRE WHEEL DEFEATS ENEMIES

This area is loaded with powerful enemies. You'll need heavy support, and the ancient art of the Invincible Fire Wheel is your best weapon. Use it with skill and cunning, you will get through.



WATCH YOUR SPEED

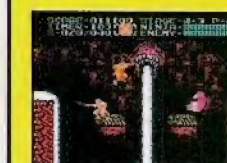
The water gives you a rapid ride which can be advantageous, but you best take care not to let the speed get out of control.



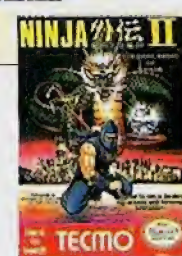
AREA 3

NAGA SOTUVA

This tough customer is soft in the head, so go for it! His claws, however, are as hard as a Ninja's sword. En Garde, Sotuva!



The Phantom Double is as mighty a fighter as Ryu himself. This shadow technique will make it easy to take him out.



ACT V THE WRATH OF ASHTAR

AREA 1

DEPTHS OF THE MAZE

THE SPIKES ARE HAZARDOUS

Ashtar didn't put those spikes there for decoration. They are razor sharp. Venture under them, and you're in for a big headache.



AREA 2

SERVANTS OF DARKNESS

THE ICE IS TREACHEROUS

The ancient arts of the Ninja may be rendered useless if you slip and ruin the timing of your attack. Plan your moves for slippery footing and you may avoid disaster.



ACT VI THE CASTLE OF CHAOS

AREA 1

THE GATE OF DARKNESS

AREA 3

KELBEROSS

There's a safe spot in the cage of these two mad dog-like creatures. Climb to the top of the right wall and execute the quick kick technique until you fall down to where the door is located. Kneel down and the Kelbeross won't be able to hit you. Of course, you won't be able to attack them unless you have a Ninja art such as the dreaded Windmill Throwing Star.



Climb the wall before the Boss appears. Then plan your next move with care. He's tough.



Duck down to attack. It's the only way to keep your head and your body connected!

BEHIND THE SCENES

At this point, you'll run along hidden platforms. There's a Scroll coming up. If you fall off the hidden platforms, you can still collect the Scroll by shooting it down with the Art Of The Fire Wheel. You'll find much needed Medicine of Recovery hidden behind the wall.



AREA 2

PASSAGEWAY TO DESTINY

BEGIN WITH A POWER-UP

In this area there is no Medicine For Recovery and many beasts that can do you great damage. Use your skills and cunning well or you will lose power.



IGNORE THE EVIL ONES

Two denizens of the maze approach from above you. The one on the left is not a serious threat, but the one on the right needs to be taken out before he gets you.



RUN WITH THE INVINCIBLE FIRE WHEEL

These two hulks are a couple of boulder rollers with bad intentions. You'll need to whip out the Invincible Fire Wheel in order to keep up your momentum. The loss of power is well worth it.



DON'T MISS THE 1-UP

There are treasures buried deep within the Maze. Hidden behind the largest stalagmite is a valuable 1-Up. Use the Art Of Fire Wheel to bring it within reach.



TO AREA 2

TO AREA 3

TO AREA 3

BURN THE 1-UP

Activate the invincible Fire wheel and jump into the gap. The fire will knock down the 1-Up, and you'll collect it mid-air.



USE FIRE DRAGON BALL ART

Fire Dragon Ball Art comes in most useful for attaining invaluable Medicine for Recovery. Kuo-Tao cannot withstand the force of this weapon.



AREA 3

ASHTAR

This awesome opponent launches his attack at warp speed, appearing and disappearing randomly. The fireballs he launches come as fast and furious as rain in the typhoon season. Climb the wall to gather your powers and center yourself for battle with the Emperor of Darkness.



Climb the wall just a bit off the ground and find a safe haven.



Attack and retreat. Attack when he's visible, then retreat to safety.

ACT VII THE ALMIGHTY EVIL

AREA 1

THE FINAL FORTRESS



USE ALL OF YOUR NINJA ARTS

The walls seem to be alive with throbbing blobs that come at you from four directions. Whip the Fire Wheel into action and blast through these globular beings.



TO AREA 2



AREA 2

CHAMBERS OF CHAOS



TO AREA 3

AREA 3

JAQUIO PART 3

Attack with rapid-fire strikes. Then jump and let him have it on the head. Once he loses his head, his fighting pattern changes. Observe his new pattern, then go for the heart and the finish.



If you squat down low at the left of the screen, you're safe. Attack using the Phantom Double technique.



The sky is raining rocks on your head. Dodge left and right to minimize the damage. It's good your reflexes are lightning fast.

AREA 3

JAQUIO PART 1

Climb up the wall. Fire comes toward you. Extinguish it. Jump down and knock out the enemy.



AREA 3

JAQUIO PART 2

Acid rain is falling all around you. Blast the rain to dispel its ill effects then go for Jaquio's weakest link—his nose!





TURTLES IN TROUBLE

TEENAGE MUTANT NINJA TURTLES 134

T.M.N.T. II: THE ARCADE GAME

140

Under The Shells

Eastman and Laird's classic comic characters first came to the NES in the Fall of 1989. Released by Ultra Soft, the game arrived just in time for frenzied Turtle fans. Already the four mutated Ninja Bros. had become national heroes from their comic books and TV shows, and their feature-length movie was about to hit theaters all across America. The Turtles were on a roll. The video game offered a new experience for Turtle fans. For the first time they got to crawl into the shells of Leo, Raph, Mike and Don. Cries

of "Cowabunga!" echoed down every street and sewer in America.

The first game combines both action and adventure. A variety of stages must be cleared in each of the six awesome areas. Turtle talents are tested for fighting, jumping, making use of ninja weapons, exploring sewers and buildings and even swimming! Plus you get to make use of the unique individual skills of each of the TMNT Bros. Although it's only a one player game, there's enough packed-in action and pizza to keep you playing until the Mousers come home.

Late in 1990, T.M.N.T. II: The Arcade Game followed in the footsteps of the radical, two-player, arcade-action hit from Ultra. Two all new

stages were developed for the NES version to keep arcade fans on their toes.

Turtlemania has even reached Game Boy with Ultra's T.M.N.T.: The Fall of the Foot Clan.

So what is it about these fun-loving mutants that sets them apart? Is it because they were raised by a wise and courageous rat? Or maybe because they never say die? Only one thing is for sure—the Turtles love trouble, and they know where to find it.

You can bet the heroes in a half shell will continue to find trouble in the arcades and at home with the NES and the Super NES. Cowabunga!





TEENAGE MUTANT NINJA TURTLES®

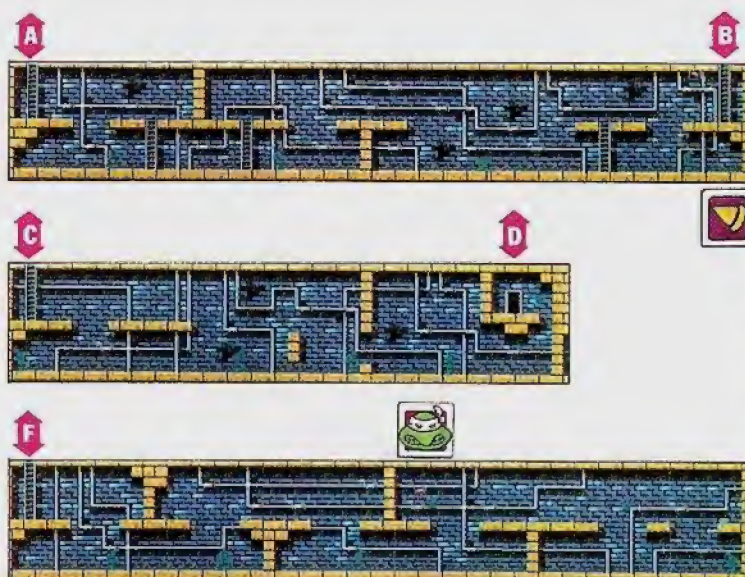
© 1988 Mirage Studio, USA (Game by Ultra)



Who Are Those Masked Mutants?

The Bros. first appearance on the NES includes hot ninja action, all your favorite Foot Foes and lots of pizza. Cinema scenes add to the fun.

AREA 1



ITEM

- 1/4 Pizza
- 1/2 Pizza
- Pizza
- Invincible
- Missile
- Scroll
- Rope
- Triple Star
- Boomerang

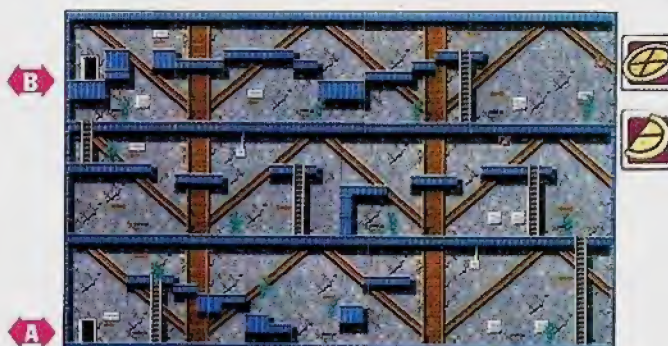


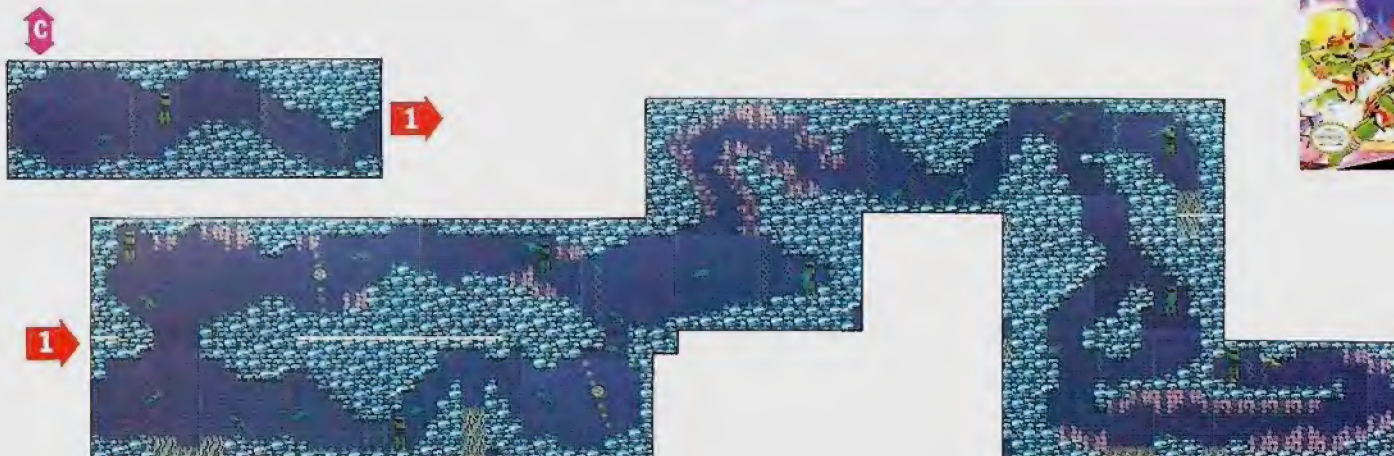
BEATING BEPOP

Hit Bebop low or use special ninja weapons. Don and Leo are your best fighters, so have them ready to fight Bebop.



AREA 2

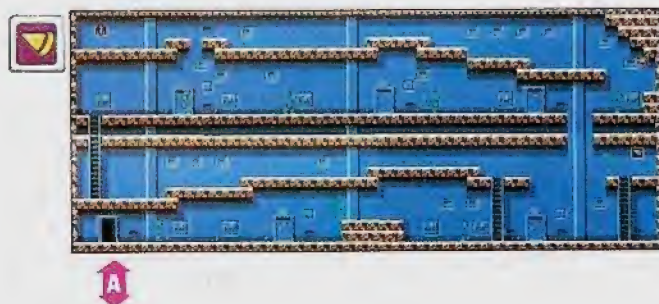




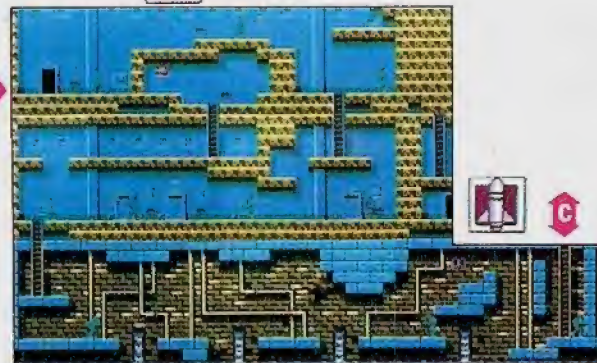
AREA 3

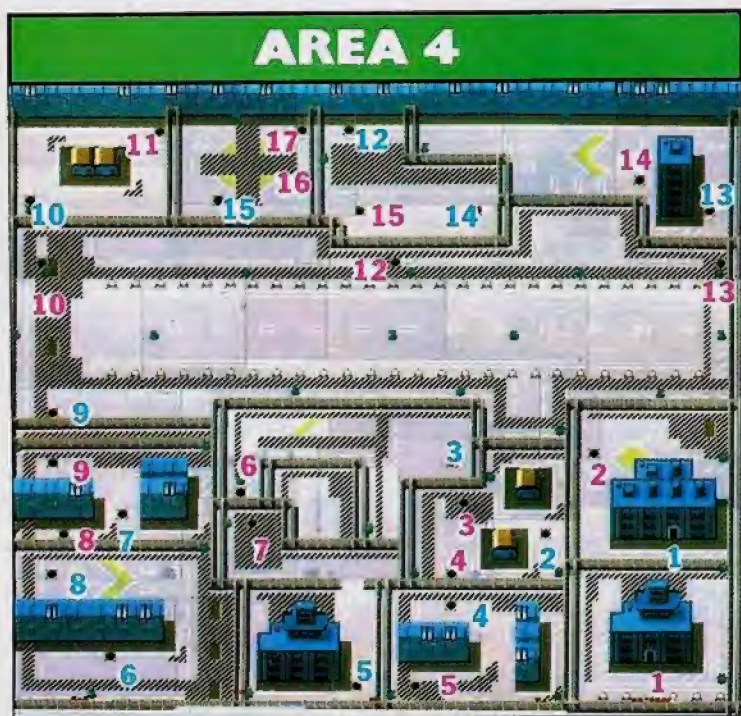
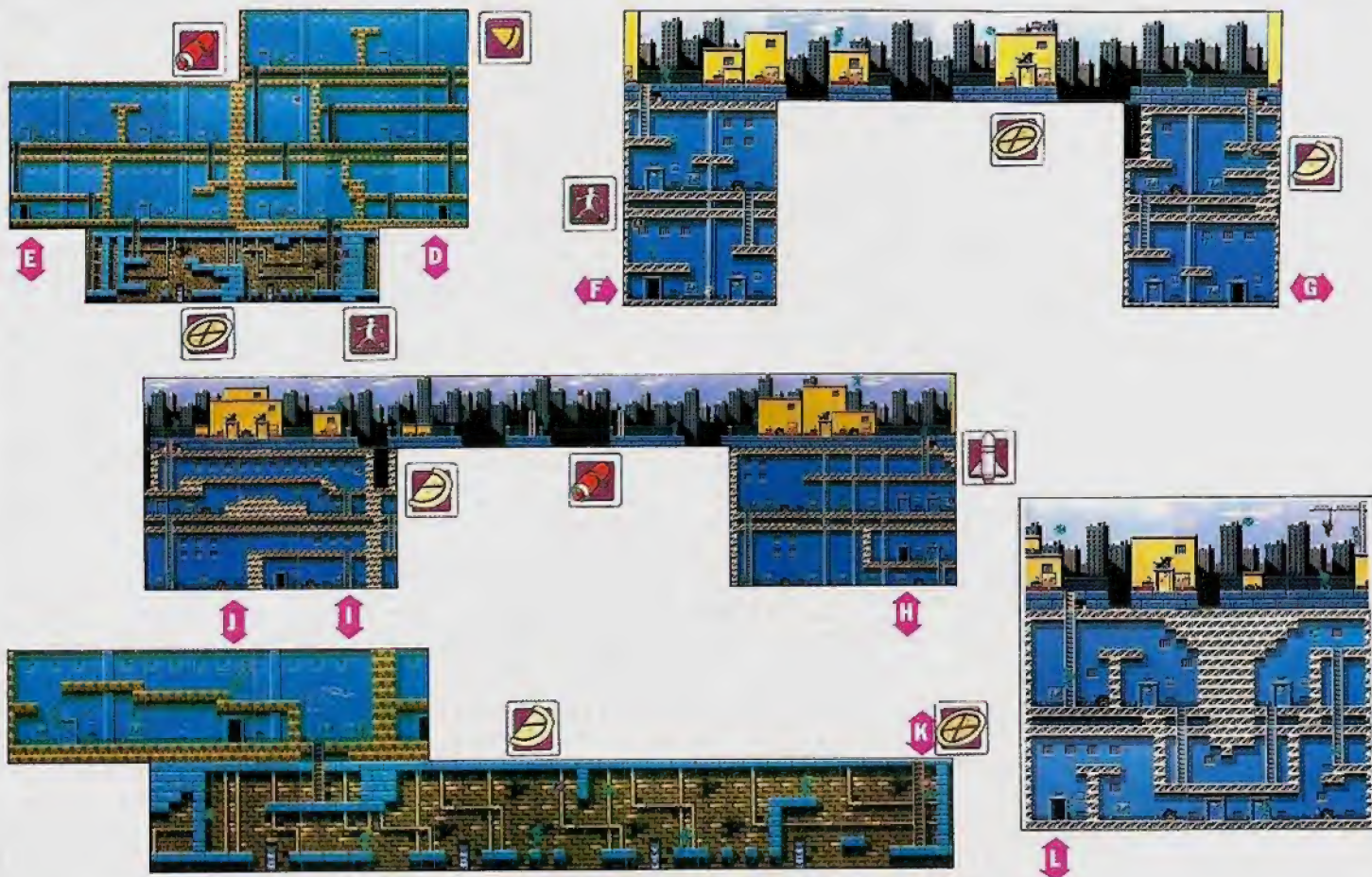


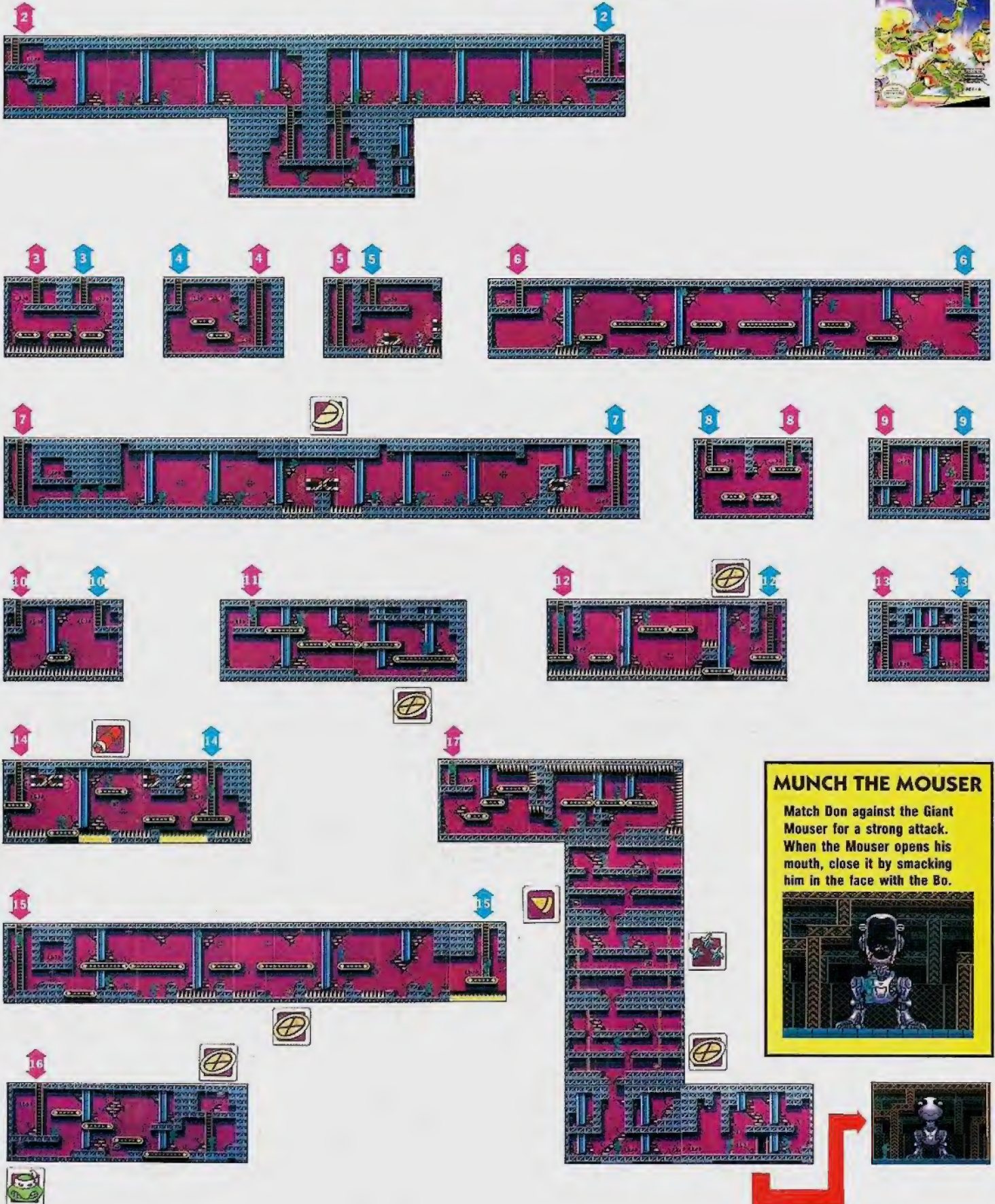
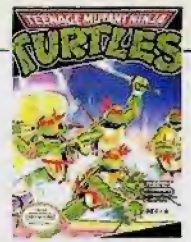
The maps of each area are marked with letters to help you find the best route. Follow the recommended route through fighting scenes both above ground and in the sewers. In Area 3 use the following route: A → D ~ E → F ~ G → J ~ K → L. The arrows between letters indicate movement on the streets while the squiggle line means that passage occurs underground. Keep all four Turtles in the game by switching between them when one Turtle's energy runs low.



B

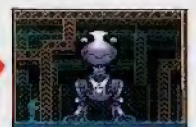
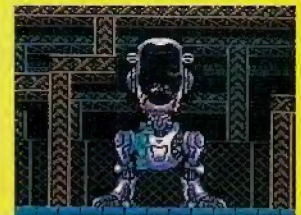




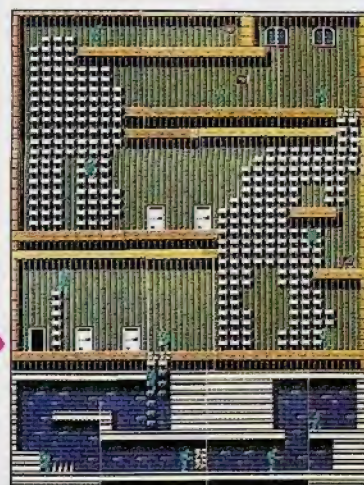
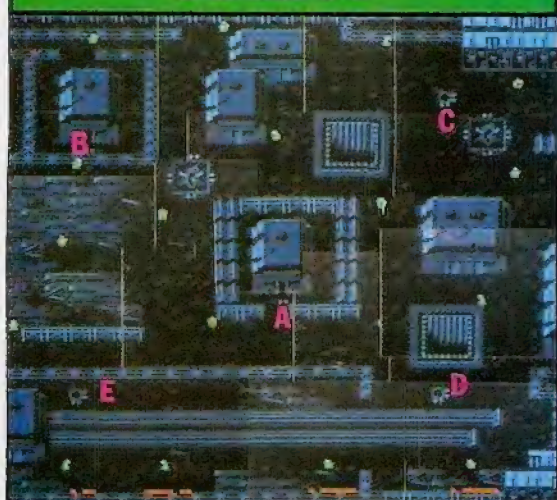


MUNCH THE MOUSER

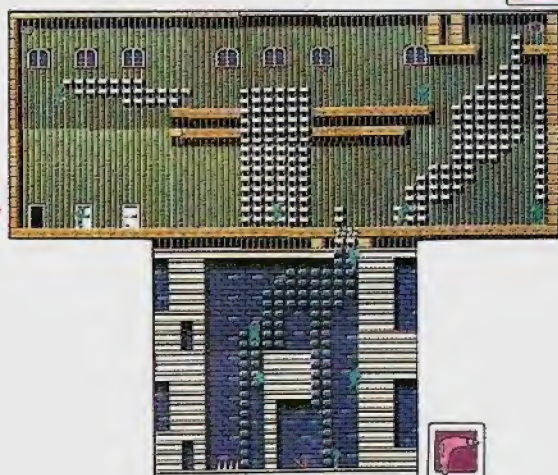
Match Don against the Giant Mouser for a strong attack. When the Mouser opens his mouth, close it by smacking him in the face with the Bo.



AREA 5



A



B



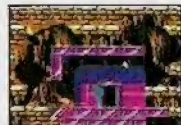
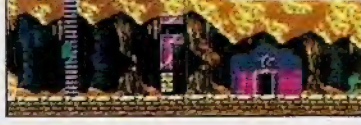
C



D



E



BOSS ENEMIES

The "Boss" rooms in the cave don't always have Bosses inside.

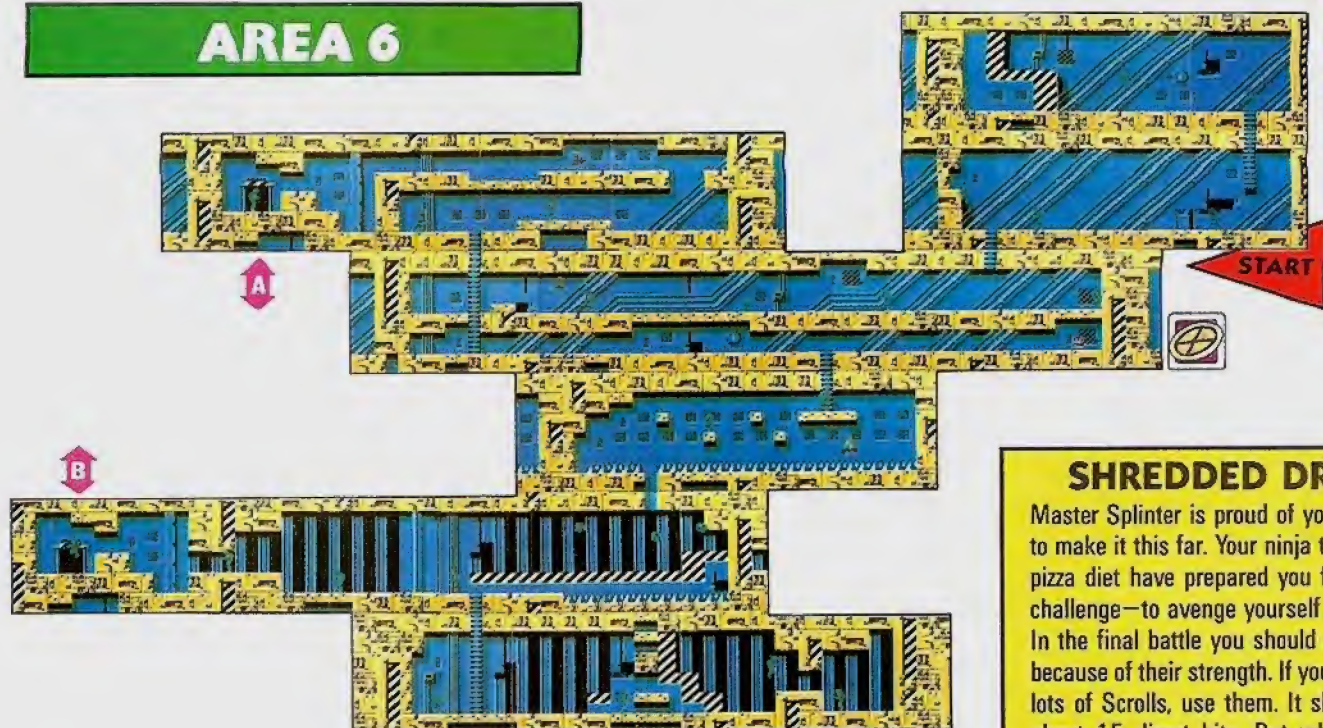
TURTLE VS. TECHNO-DROME

Crawl out of your shells, guys. The Tank at the end of Area 5 isn't fooling around. Attack the second gun turret first, then go for the eye-turret up on top.



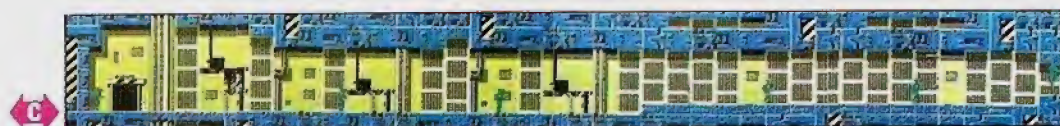
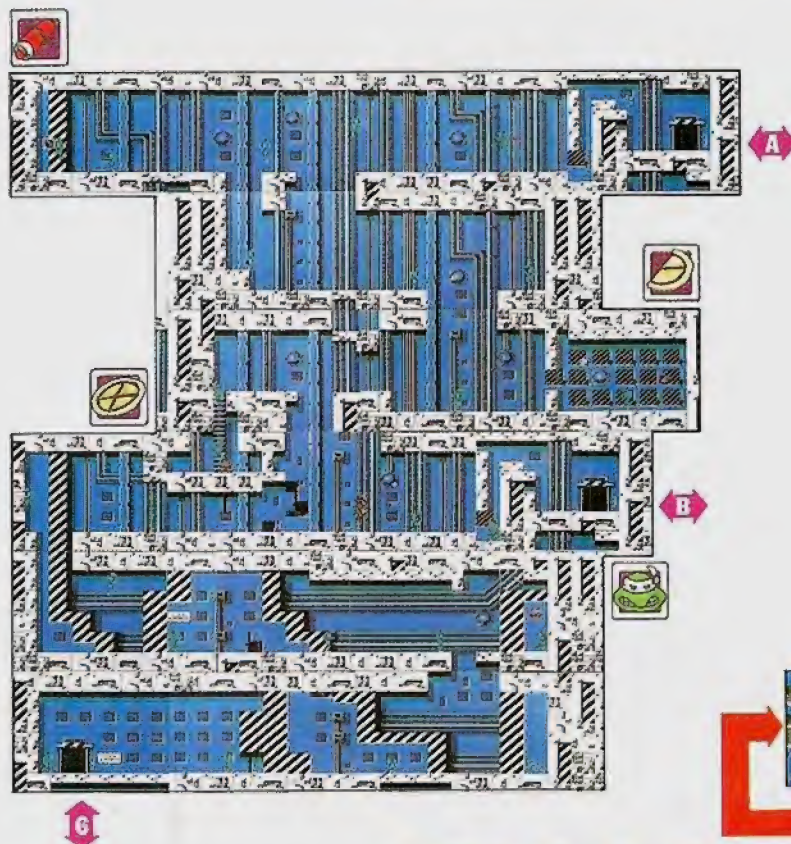
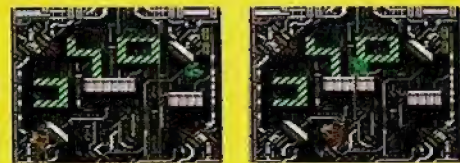


AREA 6



SHREDDERED DREAMS

Master Splinter is proud of you for managing to make it this far. Your ninja training and all-pizza diet have prepared you for the ultimate challenge—to avenge yourself upon Shredder. In the final battle you should use Leo or Don because of their strength. If you have collected lots of Scrolls, use them. It should only take about 15 direct hits. But whatever you do, watch out for Shredder's sneak Turtle attack. If you get hit, your Turtle will shrink into a baby bro.





T.M.N.T. II: THE ARCADE GAME™

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Seven Stages Of Beaucoup Head-banging

The two-player Turtle arcade hit from Konami came to the NES in late 1990, featuring awesome graphics, play control and best of all—the Turtles!

SCENE I

The number of foot soldiers who attack in each area is listed above the map in both one- and two-player games.

ENEMIES	KATANA FOOT	ROADKILL RODNEY	KARATE FOOT	KNIFE FOOT	MACHINE GUN FOOT	ROCK-STEADY
	KtF	RR	KF	KnF	MG	BOSS
						



ROCKSTEADY

So who or what is Rocksteady? Try 60 Hit Points worth of anti-social rhinoceros! His thundering charges will skewer a Turtle quicker than you can say "awesome, Dude." But there is hope. Use the Flying Kick against the brute, then leap away. Kick back and forth, and stay clear of his charge!







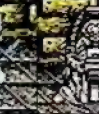

MEET THE TURTLES FROM NINJA TECH

Ninja technology is ancient, but it's as effective today as it was long ago. Leo swings a Katana sword and Don cracks heads with his Bo. Raph cleans up Shredder's scum with his Sai while Mike gets swinging with his Nun-chukus. For each Turtle's Special Attack, quickly push A then B.





SCENE 2

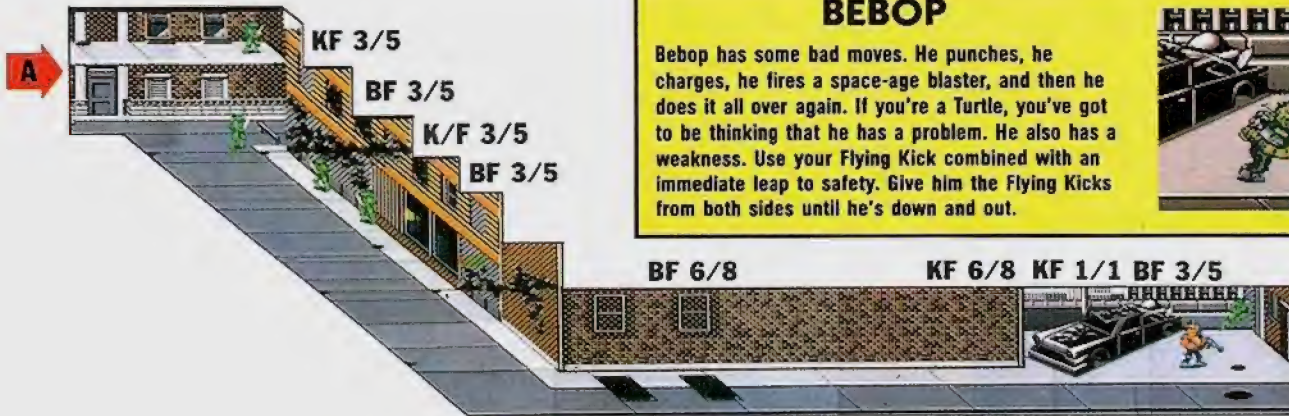
ENEMIES	KARATE FOOT	DYNAMITE FOOT	BOOMER-ANG FOOT	BEBOP	KNIFE FOOT	HAMMER FOOT	MOUSER	KATANA FOOT	PROF. STOCKMAN
	KF	DF	BF	BOSS	KnF	HF	MO	KtF	BOSS
									

KF 1/1 KF 4/6 KF 5/7 KF 7/11 KF 1/1 KF 4/6 DF 6/8 KF 6/8

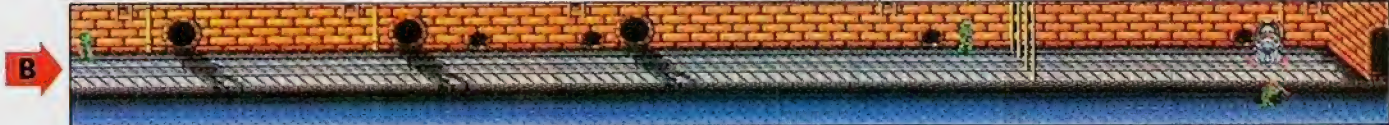


BEBOP




Bebop has some bad moves. He punches, he charges, he fires a space-age blaster, and then he does it all over again. If you're a Turtle, you've got to be thinking that he has a problem. He also has a weakness. Use your Flying Kick combined with an immediate leap to safety. Give him the Flying Kicks from both sides until he's down and out.



KF 2/2 KnF 4/7 HF 4/7 KF 6/9 MO 5/8 MO 5/8 HF 6/9 KtF 8/11 MO 5/8 KF 6/9 KtF 8/11 KnF 5/8 MO 5/8



SCENE 3

ENEMIES	KARATE FOOT	FROSTY THE HITMAN	SNOWBALL FOOT
	KF	FH	SnF
			

KF 9/12

FH 3/6

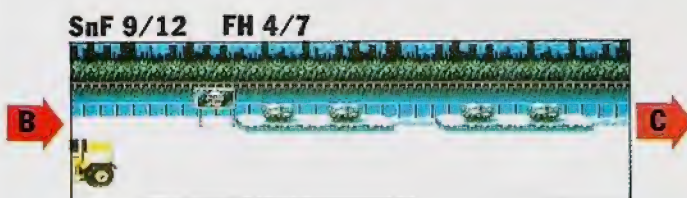
SnF 7/10



PROFESSOR STOCKMAN

When you're under the boardwalk looking for Stockman, you'll meet all sorts of interesting people and things. Those friendly Mousers, for instance, would like to shake your hand...and keep on shaking until it comes off! If you don't want to be that sociable, stand just to the right of the holes where they appear and slash 'em. As for the classy Professor, Flying Kicks to his hovering Prof. Pod will expel him from the sewers.





TORA

Tora has brought a weather altering satellite to New York to change Spring into Winter. Dodge the huge snowballs he bats at you and use your Flying Kick. He'll try to kick back, so leap away as soon as you hit the ground.



BAXTER

If you thought Prof. Stockman was annoying, wait until you meet his alter-ego, Baxter the Human Fly! He buzzes overhead and can be attacked only by Flying Kicks. Since you don't have a giant swatter or a can of Raid, use your Flying Kicks to back him into the lefthand corner of the screen. Once he's there, continue to use the Flying Kick.

SCENE 4

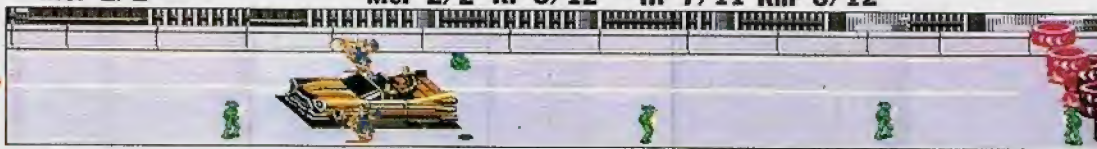
ENEMIES	SPEAR FOOT	HAMMER FOOT	ROADKILL RODNEY	DYNAMITE FOOT	KNIFE FOOT	BIG BOMB FOOT	MOTOR-CYCLE FOOT	KARATE FOOT	TIRE FOOT
	SF	HF	RR	DF	KnF	BbF	McF	KF	TF





McF 2/2

McF 2/2 KF 8/12 HF 7/11 KnF 8/12



SKATEBOARDING ENEMIES



SCENE 5

	MOUSER	KARATE FOOT	KNIFE FOOT	MACHINE GUN FOOT	SPEAR FOOT	FLIPPERS	TUBULAR TRANSPORT	BOOMERANG FOOT	LASER POLES	STONE WARRIOR
	MO	KF	KnF	MG	SF	F	TT	BF	LP	BOSS
ENEMIES										

MO 5/8 KF 7/11 MO 5/8 KnF 9/13 MG 7/11 KF 9/13 SF 8/12 F 9/13 KF 6/10 KF 7/11 TT 8/8



BF 9/13 KtF 10/14 LP 2/2



STONE WARRIOR

Use the Flying Kick strategy against this invader from Dimension X. If you don't dodge his flame, you'll get fried!



SCENE 6

ENEMIES

BLADE	VINCENT VAN GROWL	VENOM SCORPION	KARATE FOOT	SHOGUN WARRIOR
B	VV	VS	KF	BOSS

KF 9/13 B 7/11 KF 9/13

KF 7/11

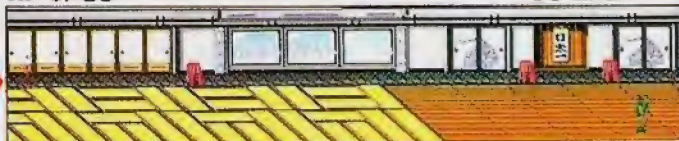
KF 9/13

KF 8/12



KF 9/13

VV 2/2



VS 4/7 B 6/10 KF 7/11 KF 7/11 KF 9/13














SHOGUN WARRIOR

The Shogun Warrior is so angry to see you that he literally loses his head. From time to time his head floats back onto his shoulders, which is when you should attack using your Flying Kick. Don't attack until the head reaches its low point. The head follows a figure eight pattern that is easy to learn.



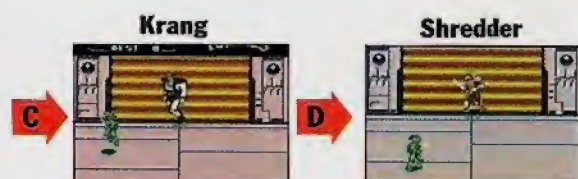
SCENE 7

ENEMIES	BOOMER- ANG FOOT	LASER POLES	KATANA FOOT	KARATE FOOT	KNIFE FOOT	FLIPPER	MACHINE GUN FOOT	ROADKILL RODNEY	STONE WARRIOR	KRANG	SHREDDER
	BF	LP	KtF	KF	KnF	F	MG	RR	BOSS	BOSS	BOSS
											



STONE WARRIOR

The second time around is no charm. Use the Flying Kick and watch out for the laser beams behind him.



SECRET CODES

To get a super jump on Shredder, try the following secret codes when you first start the game. For ten Turtles, press Up once, Right twice, Down three times and Left four times. Then press B, A and Start. For a Stage Select, press Down five times and Right seven times. Now press B, A and Start. After you select your Turtle, choose the Stage by pressing Left and Right, then Start. If you want to have both ten Turtles and the Stage Select, first choose the number of players then press B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start. Now choose your Turtles and select a Stage.

KRANG

Eyebeams, rocket arms and wicked kicks are the trademarks Krang brings from his alien home. Once again, Flying Kicks are a Turtle's best friend, but dodging Krang won't be easy. Two hundred twenty Hit Points is a lot of bad attitude to work off, so jump it up!



SHREDDER

One Shredder is bad enough and two are about as much fun as stale pizza. The first Shredder to appear is the real one, so ignore the double when you attack with Flying Kicks. The real Shredder has 176 HP while the fake has only 16. Stay clear of Shredder's eyebeams.



CHAPTER 8



CASTLES OF HORROR

CASTLEVANIA 145

CASTLEVANIA II

152

CASTLEVANIA III

162

Creatures Of The Night

Trevor Belmont was the first vampire hunter to track Dracula to his haunted lair. One hundred years later, his great grandson Simon followed in his footsteps. They hunted the Prince of Darkness and his armies of the night armed only with whips and the weapons they found along the way... and with their wits. The people were impressed. But vampires are not easy to kill—after all, they are already undead—and every time the Belmont's destroyed Dracula, he came back even stronger.

In Konami's three Castlevania games, players relive the terrifying exploits of the Belmonts.

Castlevania, the original game, was one of the first super hits for the NES. All the action takes place in Dracula's Castle. The most important skills are quickness and good jumping ability, as in all the Castlevania series of games. The shrewd vampire hunter will use the NES Atlas Maps to locate vital items such as food and weapons and to prepare for upcoming battles.

The second adventure, Castlevania II: Simon's Quest, is even bigger, and it is a true adventure. There are items to buy in shops, mysteries to solve, clues to gather from villagers, and of course, more monsters than you can shake a wooden stake at. Complete maps are almost a must if you want to find your way from

town to town, mansion to mansion and swamp to swamp.

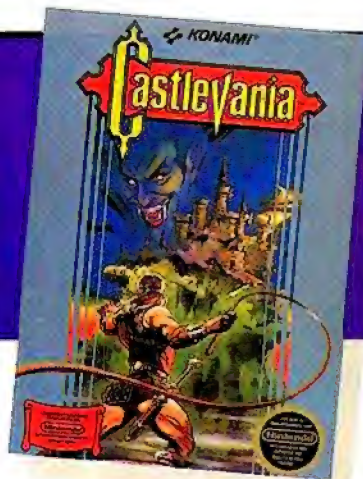
Castlevania III: Dracula's Curse deals with the adventures of Trevor Belmont. The action is almost exactly the same as in the first game, except that you can take a spirit helper with you. Try using the name HELP ME in Castlevania III to start out with nine extra lives.

Castlevania: The Adventure is a Game Boy version of the Belmont's exploits. If you dare, turn to the following pages to see every

dreadful step of these NES classic thrillers.

After you master these, get ready for more chills when Castlevania IV haunts the Super NES!





CASTLEVANIA™

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ENTER HERE IF YOU KNOW NO FEAR!

Simon Belmont has come to the evil castle of Count Dracula with a whip in his hand and vengeance in his heart. Through 18 stages of terror and trial he must pass, gathering special weapons, battling creatures and preserving his courage.

WHIP IT INTO SHAPE

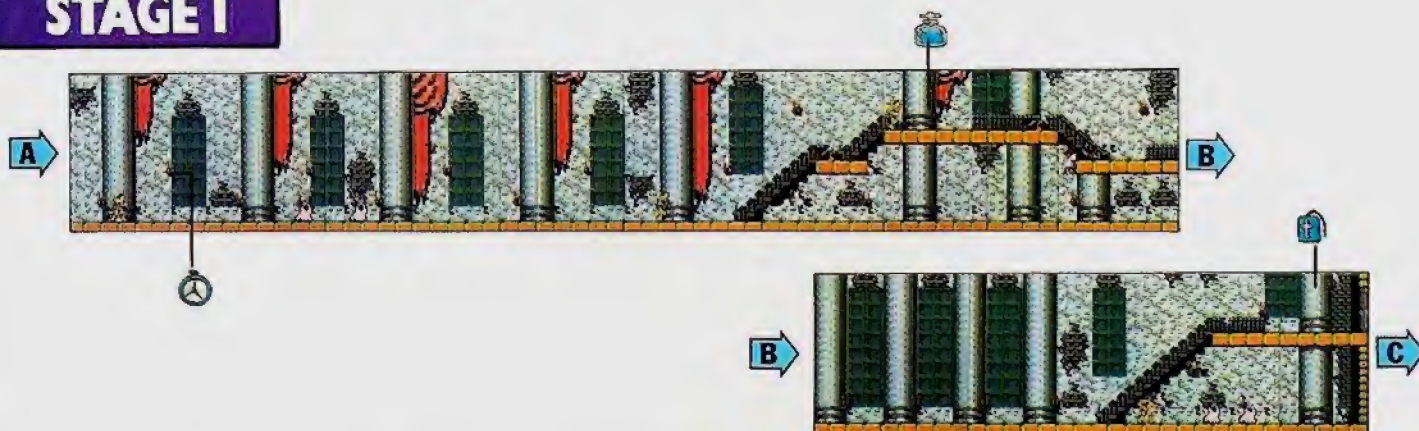
Apart from being impossibly brave, the professional vampire hunter must know what he's getting into. Maps of the vampire's castle are essential, but more important is knowing how to defend yourself against ghouls and undead creatures of the night. The basic Whip will lash your foes back into the shadows, and it can be used while leaping or crouching, as well as standing tall. Knives give you a longer range, and the Axe arcs up to hit flying creatures. The powerful Boomerang also has great range while the Fire Bomb burns enemies and may disintegrate stone blocks. Other aids such as the Clock, Food and multiple shots are marked on the map. To get them, slash candles or break stones. You'll have to learn the basic fighting moves early on if you hope to dispatch the five guardians of the castle and reach the Count.



START



STAGE I





ITEMS							
Clock	Food	Heart	Axe	Boomerang	Triple Shot	Cross	Secrets
Knife	Long Whip	Fire Bomb	Money	Double Shot			

STAGE 2-3



STAGE 4-5

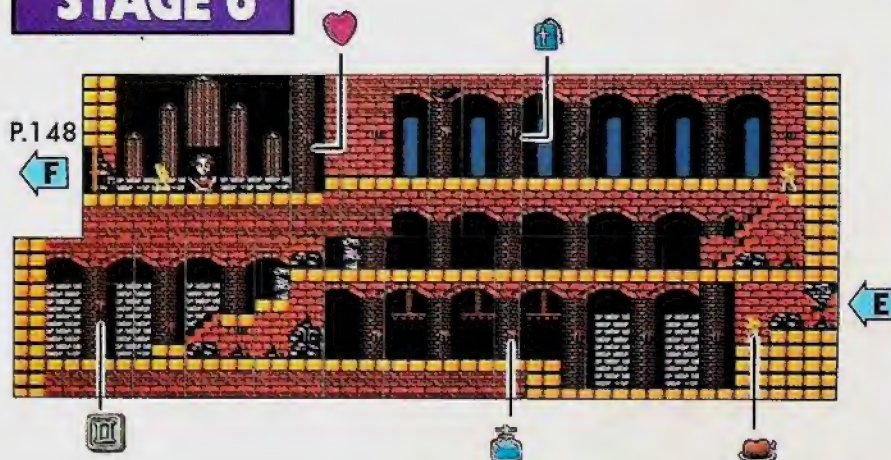


BATTLING THE BAT

Before heading upstairs in the castle you must do battle with a giant black Phantom Bat who swoops down from the high vault. Use the Axe, which is located above the steps to the left, or jump onto the block and use your Whip. After defeating the bat and other castle guardians, you'll get a glowing orb that refills your energy and allows you to pass to the next stage.

The Phantom Bat is the easiest of the Guardians, but a Double Shot will help.

STAGE 6



MANAGING MEDUSA

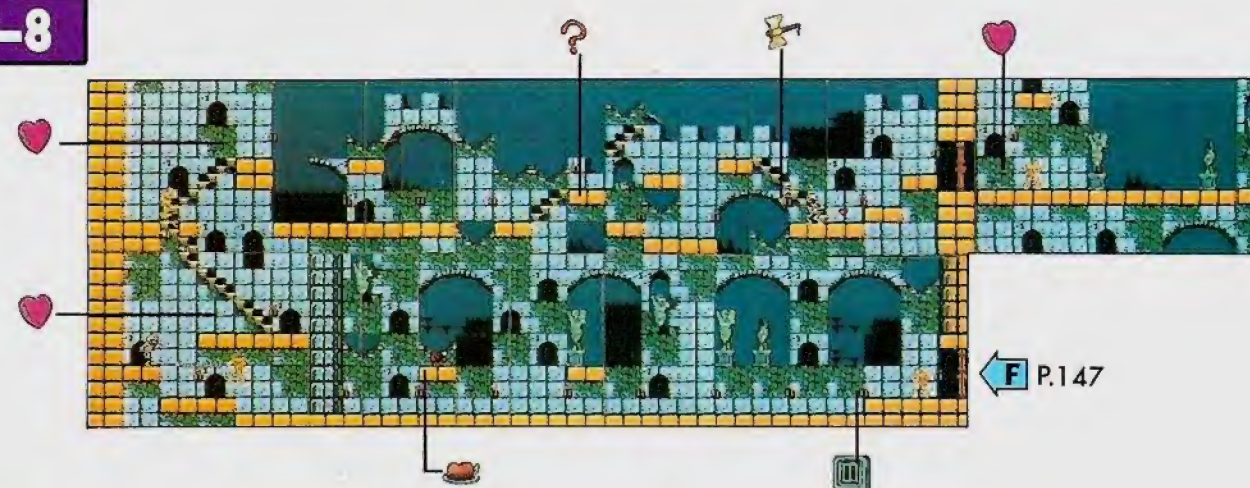
It is said that one look at Medusa will turn a hero into stone. Apparently the old witch has lost something over the eons, though, because now she is fairly easy to beat. A continuous attack using the Whip or Dagger will work, but it's even easier using the Fire Bomb. If you found the Clock before reaching her, use it to freeze her snaky hair.



If you only have the Whip, crouch within range of Medusa and use the Whip continuously.

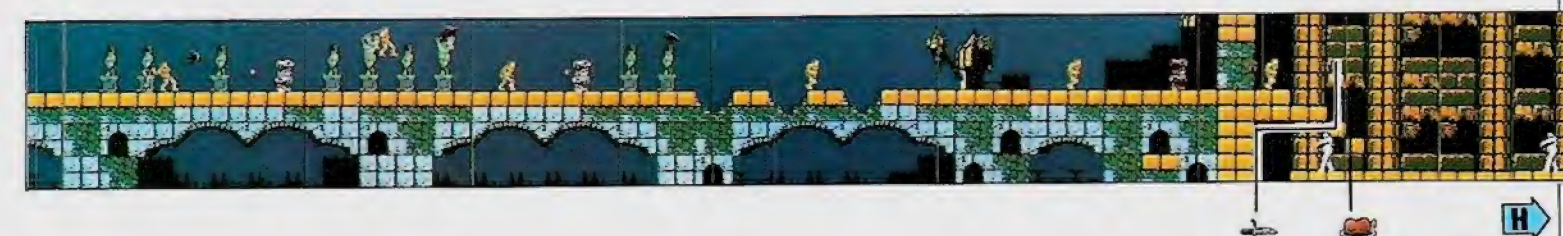
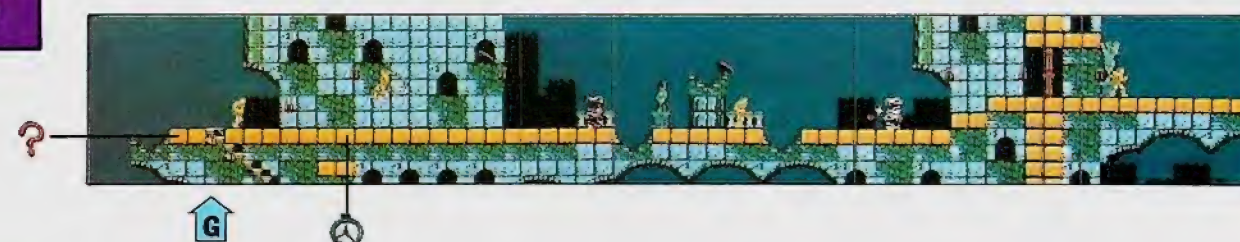


STAGE 7-8

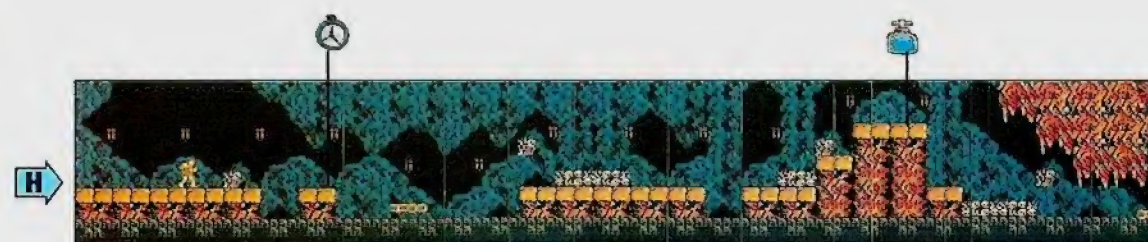


ITEMS			
	Clock		Boomerang
	Knife		Money
	Food		Double Shot
	Long Whip		Triple Shot
	Axe		Cross
	Heart		Secret
	Fire Bomb		

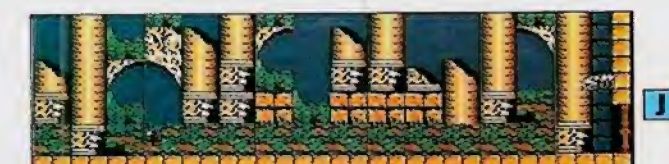
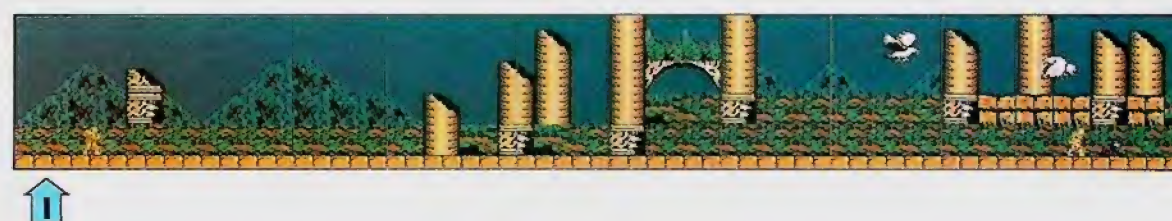
STAGE 9



STAGE 10



STAGE 11

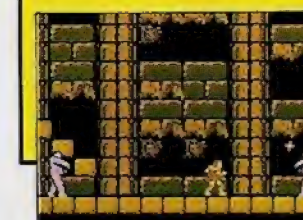


STAGE 12



MUMMY MADNESS

The Mummy Brothers are visiting Uncle Drac from their ancient crypts in Egypt. As you will discover when you meet them, they have become a bit unraveled lately. The bandages they throw at you will cause damage. The Dagger, Fire Bomb or Boomerang all work well against the petrified pair, but you'll have to dodge while you're attacking and it isn't going to be easy.



Dance and bob, weave and duck. Quickness and good moves will get you through this fight.

THE PRIDE OF FRANKENSTEIN

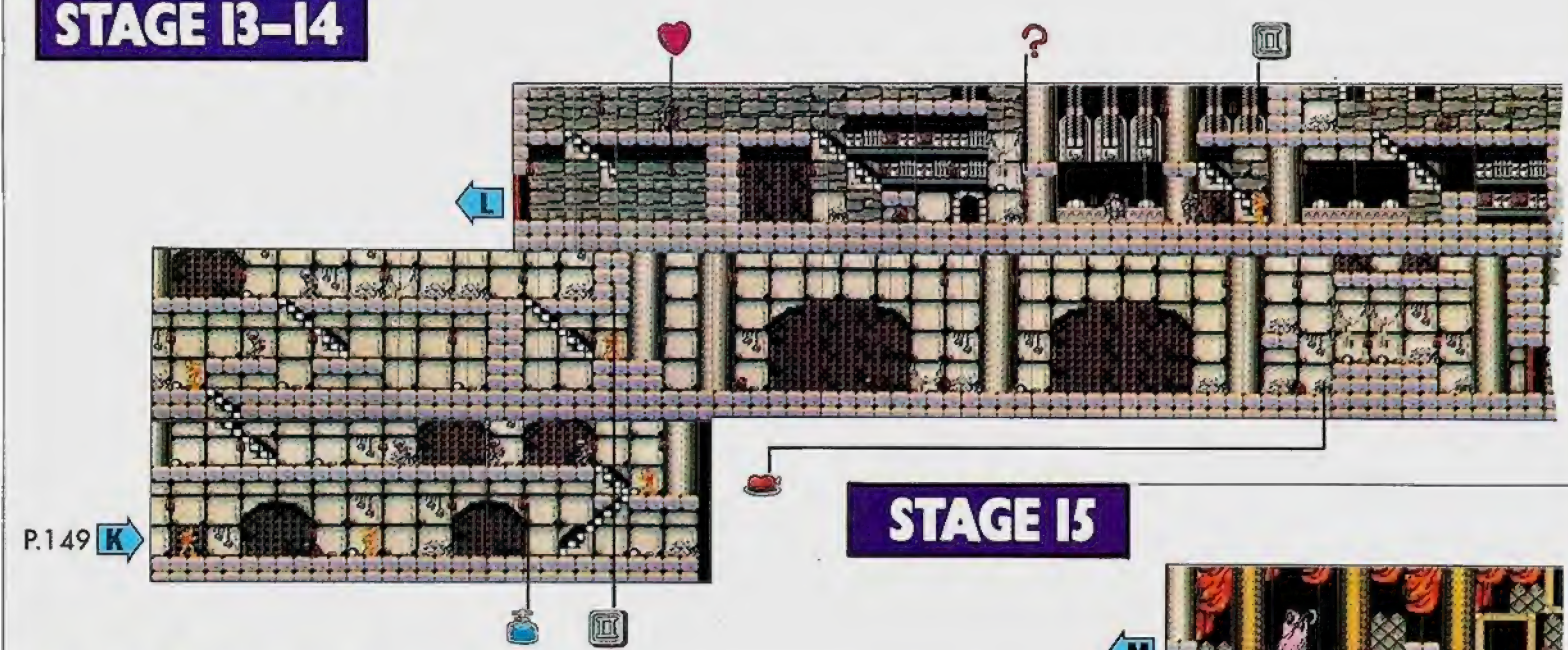
Frankenstein and his little companion, Igor, are truly reanimated by your arrival in their hall. Although Frankenstein has certainly been bulking up, the real threat comes from Igor who leaps off Frank's shoulder and attacks you. Use the Knife against Igor, attacking from the block to the right. Then, when it's just you and Frank, hurl Fire Bombs at him.



The Knife cuts short Igor's visit and the Fire Bombs set up Frankenstein to get burned!

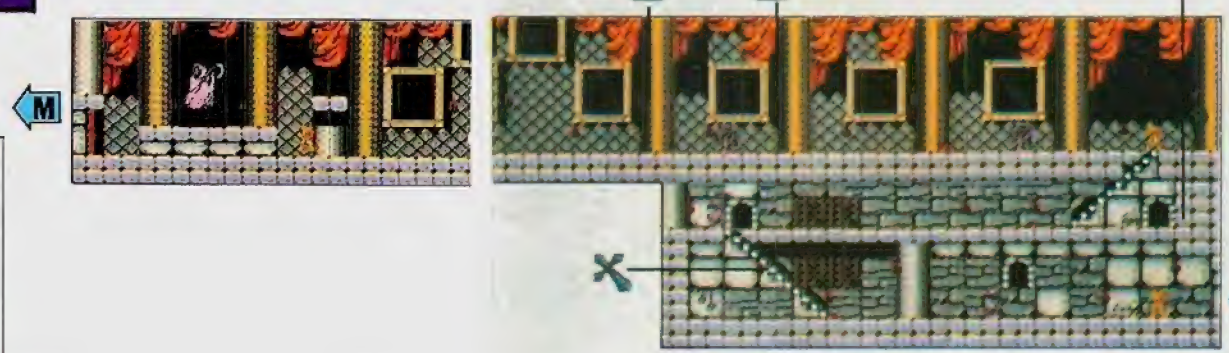


STAGE 13-14



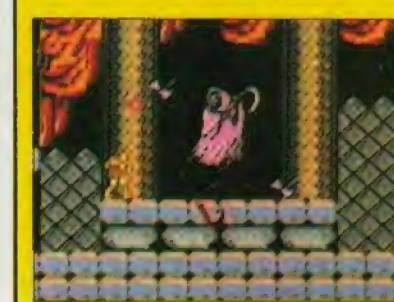
P.149

STAGE 15



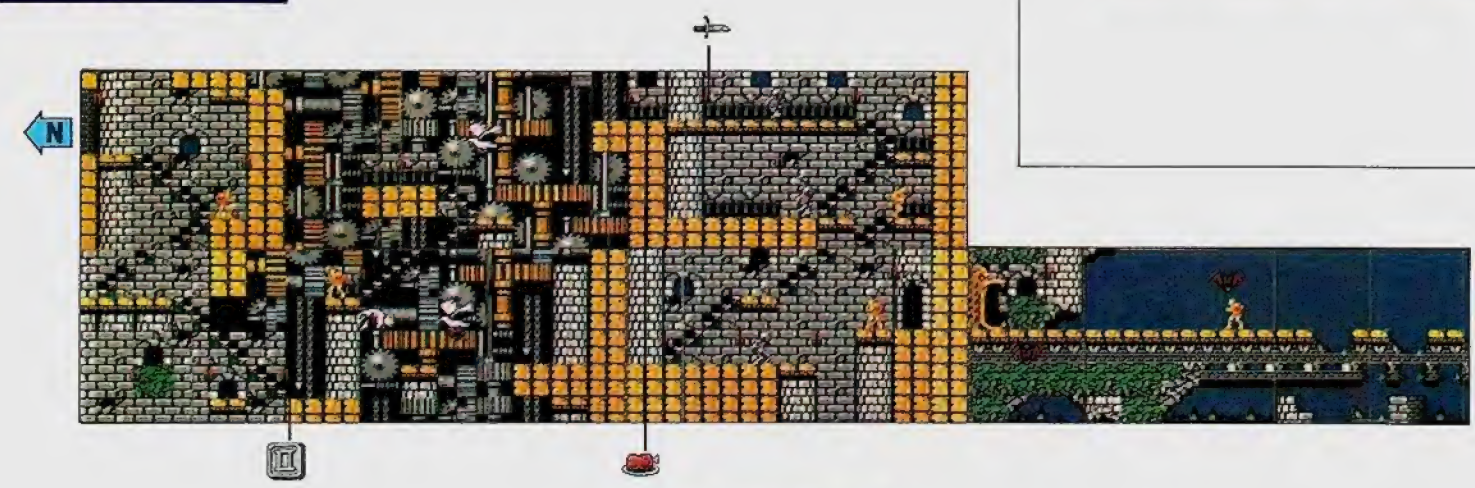
GRIM REAPER

The Grim Reaper is known for his harvests of death. If you don't want to be added to a bushel of bones, attack his wickedly sharp sickles first using your Whip. The Reaper himself is rather slow, but he is stronger than any mortal enemy. Using the Axe or Knife while jumping between the ledges is one strategy, but throwing Fire Bombs from the center platform is even better.

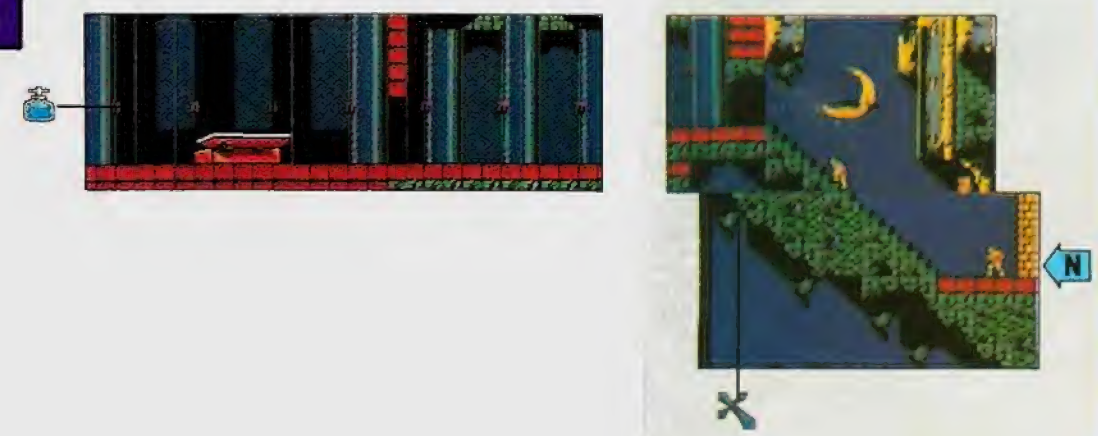


Two strategies are needed to destroy the Reaper. First go for the sickles, then attack the Reaper.

STAGE 16-17



STAGE 18



COUNT DRACULA

The Count has been waiting for you to stick your neck out too far and this is his big chance. When he opens his cape, watch out! Three shots come out. Use the Whip to defeat him while the cape is spread out and he is vulnerable. Now get set for the real challenge. The Spirit of Dracula is much stronger than his earthly counterpart. Use the Fire Bombs which are found in the room.



Dracula and his evil spirit await you at the end of your journey through Castlevania.

ITEMS			
	Clock		Boomerang
	Knife		Money
	Food		Double Shot
	Long Whip		Triple Shot
	Axe		Cross
	Heart		Secret
	Fire Bomb		



CASTLEVANIA II: SIMON'S QUEST™

TM Konami Inc.



The Long Road Into Fright

Simon Belmont is back. This time he's going to hunt vampires the old fashioned way—with wooden stakes. His path leads through the ancient land of Transylvania where he must collect the scattered remains of Dracula, and destroy them.

TERROR-TORY OF TRANSYLVANIA



- 1 TOWN OF JOVA
- 2 JOVA WOODS
- 3 SOUTH BRIDGE
- 4 VEROS WOODS
- 5 VEROS WOODS-2
- 6 BERKELEY MANSION
- 7 TOWN OF VEROS
- 8 DENIS WOODS
- 9 DABI'S PATH
- 10 DABI'S PATH-2

- 11 ALJIBA WOODS
- 12 ALJIBA WOODS-2
- 13 LOWER ROAD
- 14 YUBA LAKE
- 15 ROVER MANSION
- 16 TOWN OF ALJIBA
- 17 CAMILLA CEMETARY
- 18 BELASCO MARSH
- 19 DEAD RIVER
- 20 DEAD RIVER-2

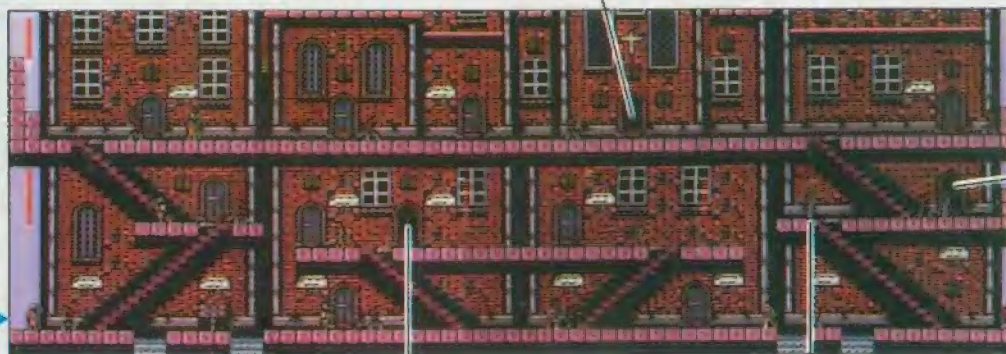
- 21 BRAHM'S MANSION
- 22 DEAD RIVER-3
- 23 JAM WASTELAND
- 24 DEAD RIVER-4
- 25 TOWN OF ALBA
- 26 SADAM WOODS
- 27 STORIGOI GRAVEYARD
- 28 SADAM WOODS-2
- 29 TOWN OF ONDOL

- 30 DEBORAH CLIFF
- 31 BODLEY MANSION
- 32 UTA LOWER ROAD
- 33 UTA LOWER ROAD-2
- 34 DEBIOUS WOODS
- 35 JOMA MARSH
- 36 LARUBA MANSION
- 37 JOMA MARSH-2
- 38 WICKED DITCH

- 39 TOWN OF DOINA
- 40 NORTH BRIDGE
- 41 DORA WOODS
- 42 EAST BRIDGE
- 43 DENIS MARSH
- 44 TOWN OF YOMI
- 45 VRAD GRAVEYARD
- 46 WEST BRIDGE
- 47 CASTLEVANIA



1 TOWN OF JOVA



Church

Holy Water

Thorn Whip

White Crystal

18 BELASCO MARSH



3 SOUTH BRIDGE



2 JOVA WOODS



4 VEROS WOODS



6 BERKELEY MANSION



7 TOWN OF VEROS



ITEMS & INFORMATION

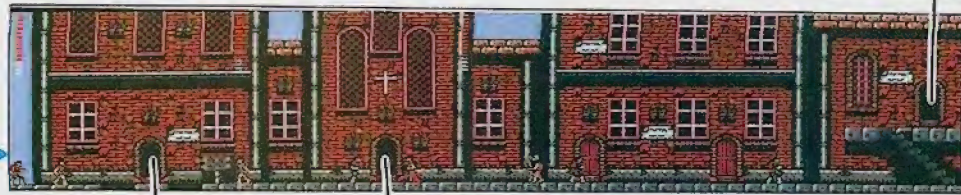
In Jova and the other towns of Transylvania you'll find many useful items, weapons and services. To rest up and refill your Life Meter, visit churches. If stores seem to be empty, use the Holy Water on the walls and floors to reveal secret rooms. Also talk to all the people in every town. Most of the villagers have a hint or can direct you to the next stage of your quest.



Make sure you pick up the White Crystal and Holy Water. Both are essential to Simon.



7 TOWN OF VEROS

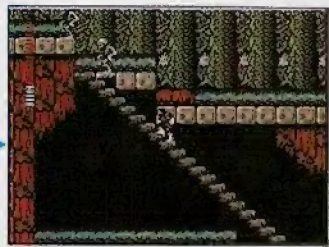


Dagger

Church

Chain Whip

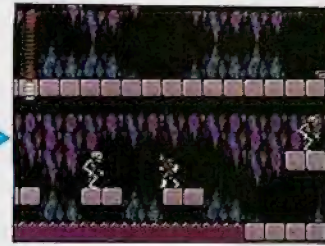
4 VEROS WOODS



TOWN OF VEROS

At the bottom of the steps from Veros Woods is the hidden town of Veros. Here you can purchase the mighty Chain Whip and the throwing Dagger. Both of these weapons will come in handy when you enter Berkeley Mansion. Here, as in most towns, you'll also find a church. Speak to the priest and you'll regain full Life Meter points. Other secrets may also be revealed, so explore everything and speak to the people.

9 DABI'S PATH



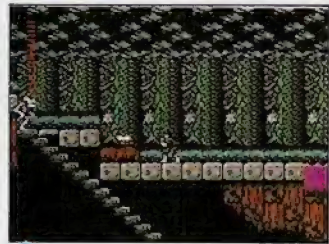
11 ALJIBA WOODS



16 TOWN OF ALJIBA



5 VEROS WOODS-2



BERKELEY MANSION

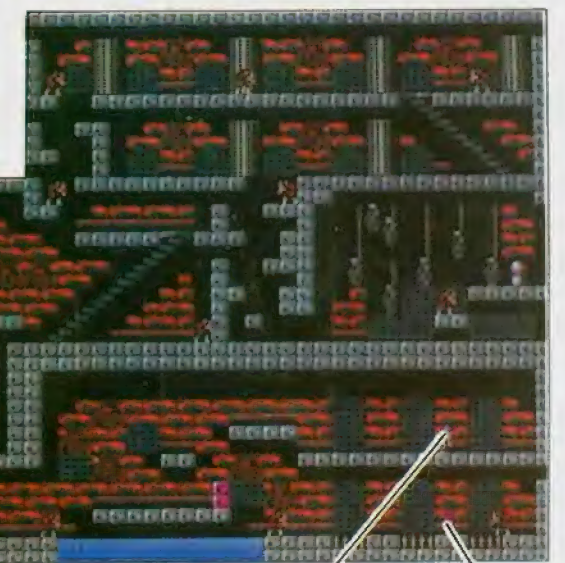
The first mansion to visit is Berkeley Mansion east of Jova. Use the Blue Crystal to see hidden lifts and then explore the many halls. Beware of invisible pitfalls where you'll tumble into the dungeon. Whip blocks to uncover scrolls and valuable information, then head toward the old man with the Stake. Dracula's Rib is kept in the final room.



The Stake is used on the glowing orb to recover the Rib of Dracula.

Secret Blocks

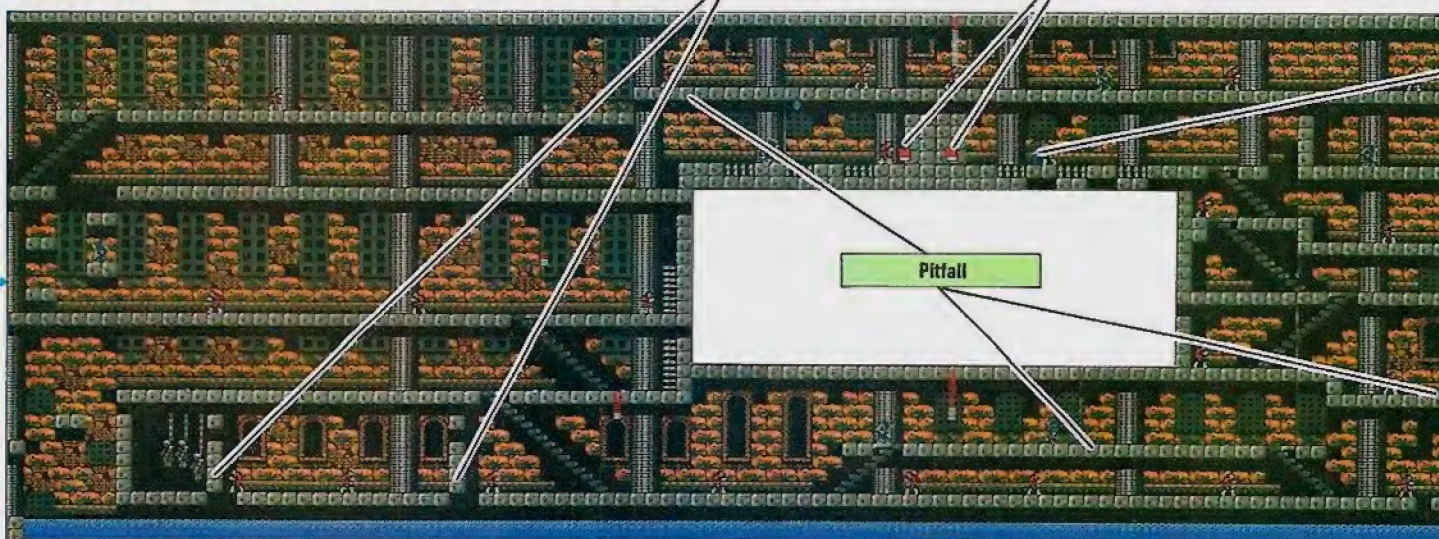
15 ROVER MANSION



Scroll

Stake

6 BERKELEY MANSION



False Walls

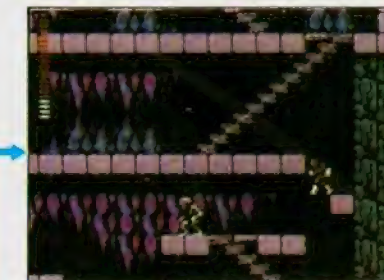
Scroll

Pitfall

Stake

Scroll

9 DABI'S PATH



ROVER MANSION

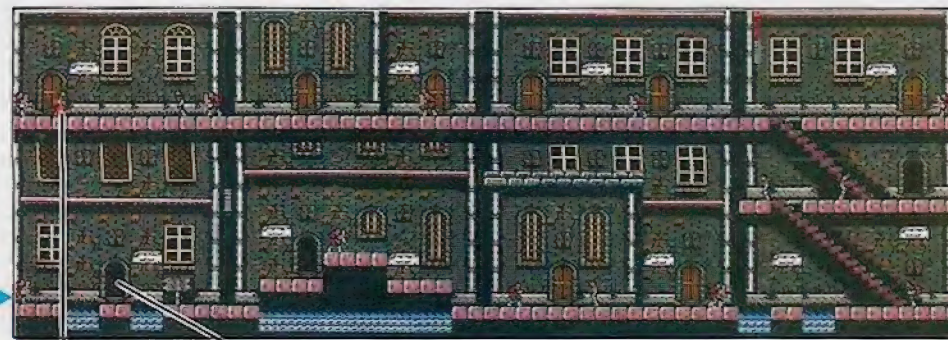
Rover Mansion (also known as Lauber Mansion) is where Dracula's evil Heart is kept. When you first enter it may seem as if you are trapped in two large chambers. But the vertical blocks to the right of the lower chamber are False Stones which you can leap through. Also beware of False Floor Stones on the way to the Scroll.



At Yuba Lake, kneel on the shore for about seven seconds in order to reach the mansion.



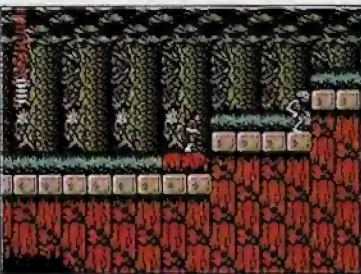
16 TOWN OF ALJIBA



Information

Garlic

11 ALJIBA WOODS



LARUBA MANSION

Beyond the perilous Joma Marsh lies the Mansion of Laruba. Gather the Stake and Laurels then proceed to the room of the Weeping Mask. Hurl the Gold Knife repeatedly to freeze the Mask and defeat it, then claim the Magic Cross. In the chamber beyond you will find Dracula's Ring.

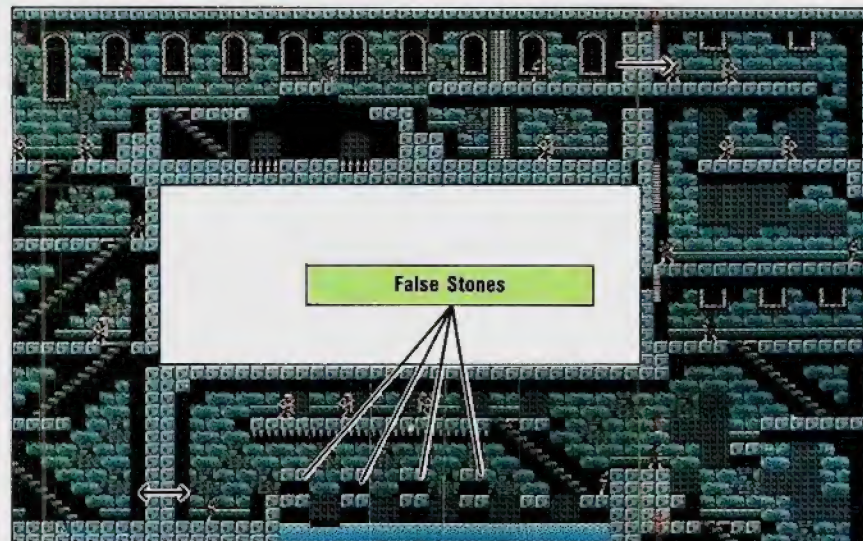


These tears turn to fire, so kneel just inside the door and wait for a pause to attack.

39 TOWN OF DOINA



31 BODLEY MANSION



False Stones

INSIDE BODLEY MANSION

Dracula's Nail is kept in Bodley Mansion. To reach this Mansion you'll need to get the Red Crystal and kneel at the base of Deborah Cliff. Inside are many False Stones and blocks that can be burned. Beyond the man who sells Stakes take the pitfall to the Nail.



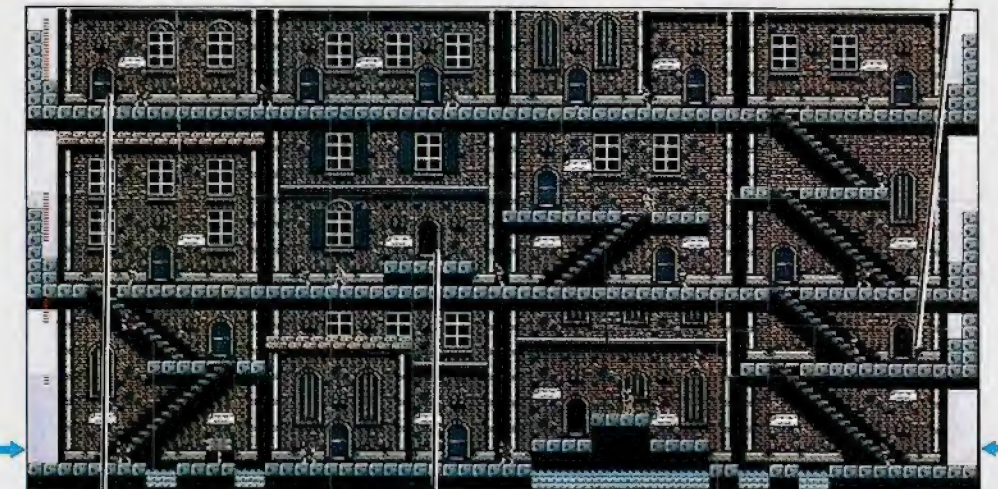
The purpose of the Nail is a great mystery. Its use will be revealed to you later.

Scroll

Stake

29 TOWN OF ONDOL

Laurel



Information

Morning Star

26 SADAM WOODS



36 LARUBA MANSION



Stake

Laurels



26 SADAM WOODS



29 TOWN OF ONDOL



27 STORIGOI GRAVEYARD



25 TOWN OF ALBA



Garlic

Church

Laurels

Red Crystal

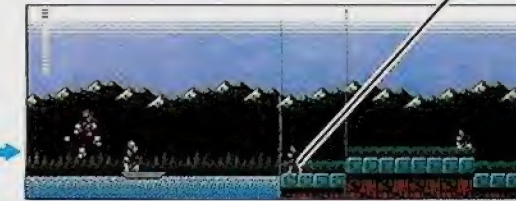
ALBA

Beyond the Marshes of Belasco and the Dead River is the town of Alba. Recover energy in the church, then stock up on Garlic and Laurels. The most important item, however, is the Red Crystal, which is used to ascend Deborah Cliff.

Trade your Blue Crystal for the Red one from the warrior in Alba.

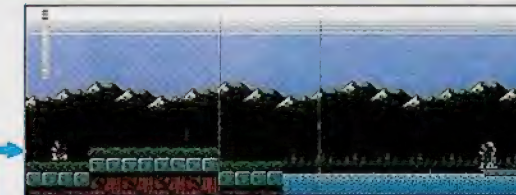


19 DEAD RIVER



Ferryman

20 DEAD RIVER-2



1 TOWN OF JOVA



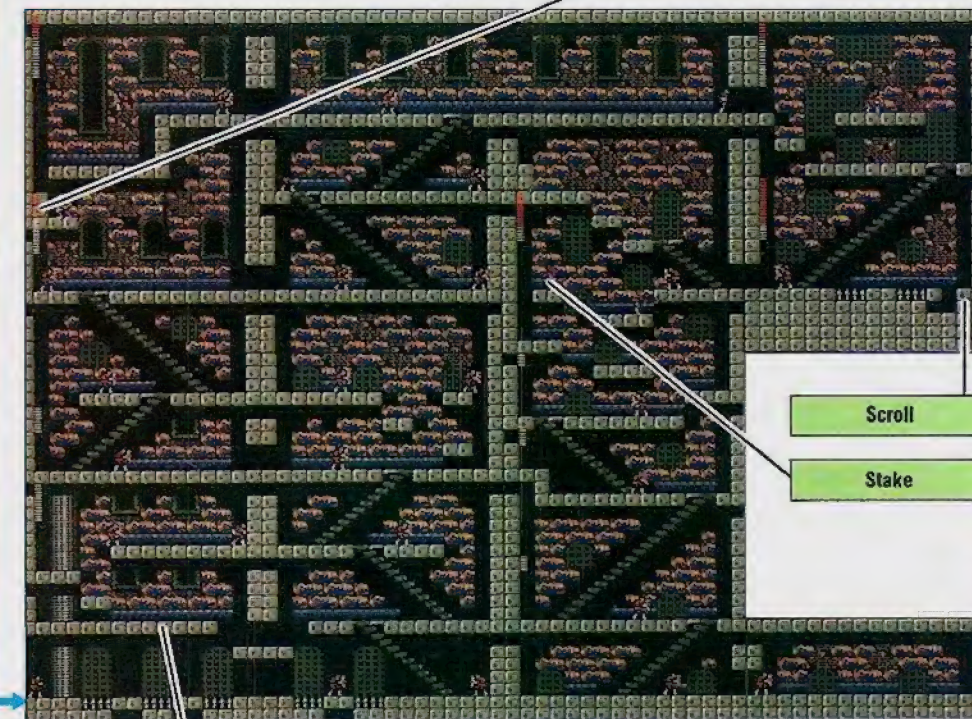
CROSSING THE DEAD RIVER

The Ferryman waiting on the shore of the Dead River will take you across to the town of Alba if you show him the Blue Crystal. But if you are headed to Brahm's Mansion, show him Dracula's Heart and he will deliver you to the steps of that haunted castle.



Cross to Brahm's Mansion by having the Heart selected on your subscreen at the Ferry.

21 BRAHM'S MANSION



Scroll

Scroll

Stake

Pitfall

THE GRIM REAPER

The Eye and the Golden Knife are guarded by the Grim Reaper in Brahm's Mansion. In the Reaper's chamber, stand still and use your Whip for defense. When he gets close, the Whip attack will freeze him until he's defeated.



23 JAM WASTELAND





39 TOWN OF DOINA



31 BODLEY MANSION



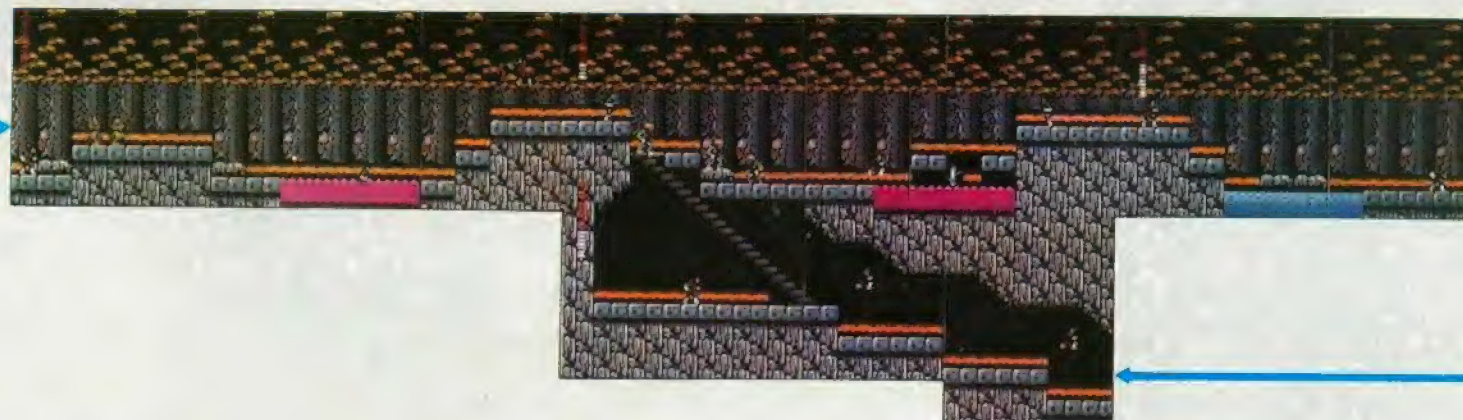
TOWN OF DOINA

Doina is the last town you'll visit where you can refill your energy. Make sure you do so. Also talk to everyone. One man reveals that the Magic Cross can be found in Laruba Mansion. Others seem to know you, for they tell you that you shouldn't have come back to Castlevania. Pay them no heed. You are here to rescue them. You can also buy Laurels here and you should stock up, because the invincibility of the Laurels will be a great help in your final test. Beyond Doina is Yomi—take the stairs down in the Dora Woods. In Yomi at night, watch for bats. They are strong and fast. Take a defensive stance near the exit to Vrad Graveyard and attack the bats with your Whip. At the righthand side of the Graveyard you'll find a blocked off bridge. Fire bomb it using Holy Water and have your Nail selected. Next stop, Castlevania!

42 EAST BRIDGE



41 DORA WOODS



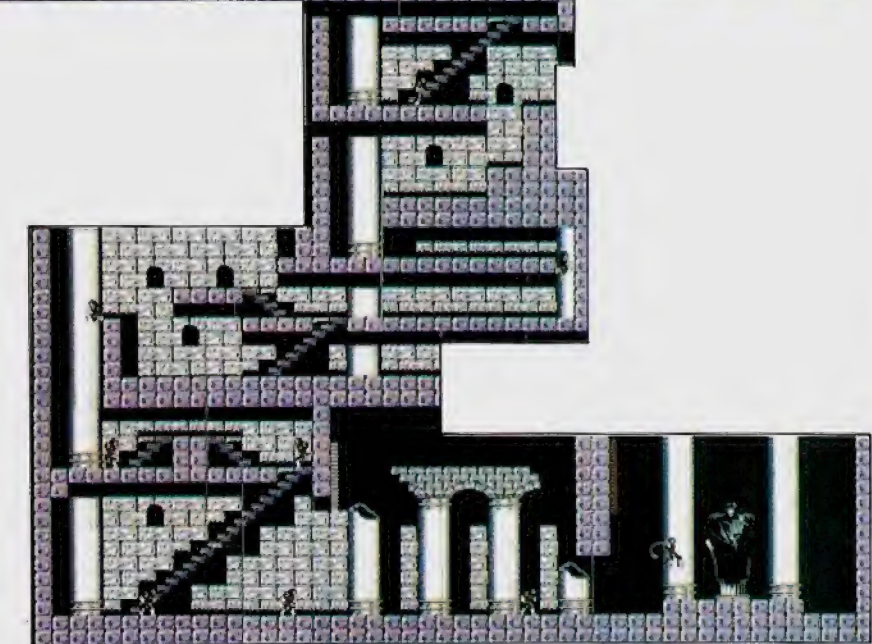
44 TOWN OF YOMI



47 CASTLEVANIA



False Stones

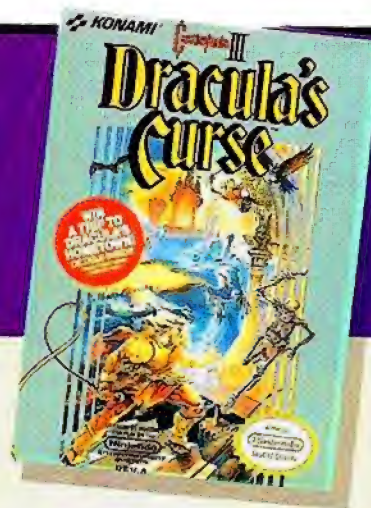


DRACULA'S CASTLE

The journey has been long and lonely, but nothing has prepared you for these final steps. The castle of Dracula is deserted, but along the dark corridors are many blocked passages that you must whip or burn using the Holy Water. Descend floor by floor to the crypt. In the great chamber with the pedestal you will reassemble the parts of the vampire that you have collected. As the reanimation of the undead takes place, a flame surges toward the roof! Then Dracula returns. Use the Flame Whip on Dracula repeatedly, and when he begins firing at you, use a Laurel for protection. In a few moments he will split into four figures and whirl about the room. Aim for the head of one of them. Repeated shots will keep Dracula in place. When your invincibility drains, use another Laurel. The Prince of Darkness cannot long withstand such an attack.



Save your Laurels until Dracula attacks you, then renew the protection when it wears off.



CASTLEVANIA III: DRACULA'S CURSE

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The Destiny Of The Family Belmont

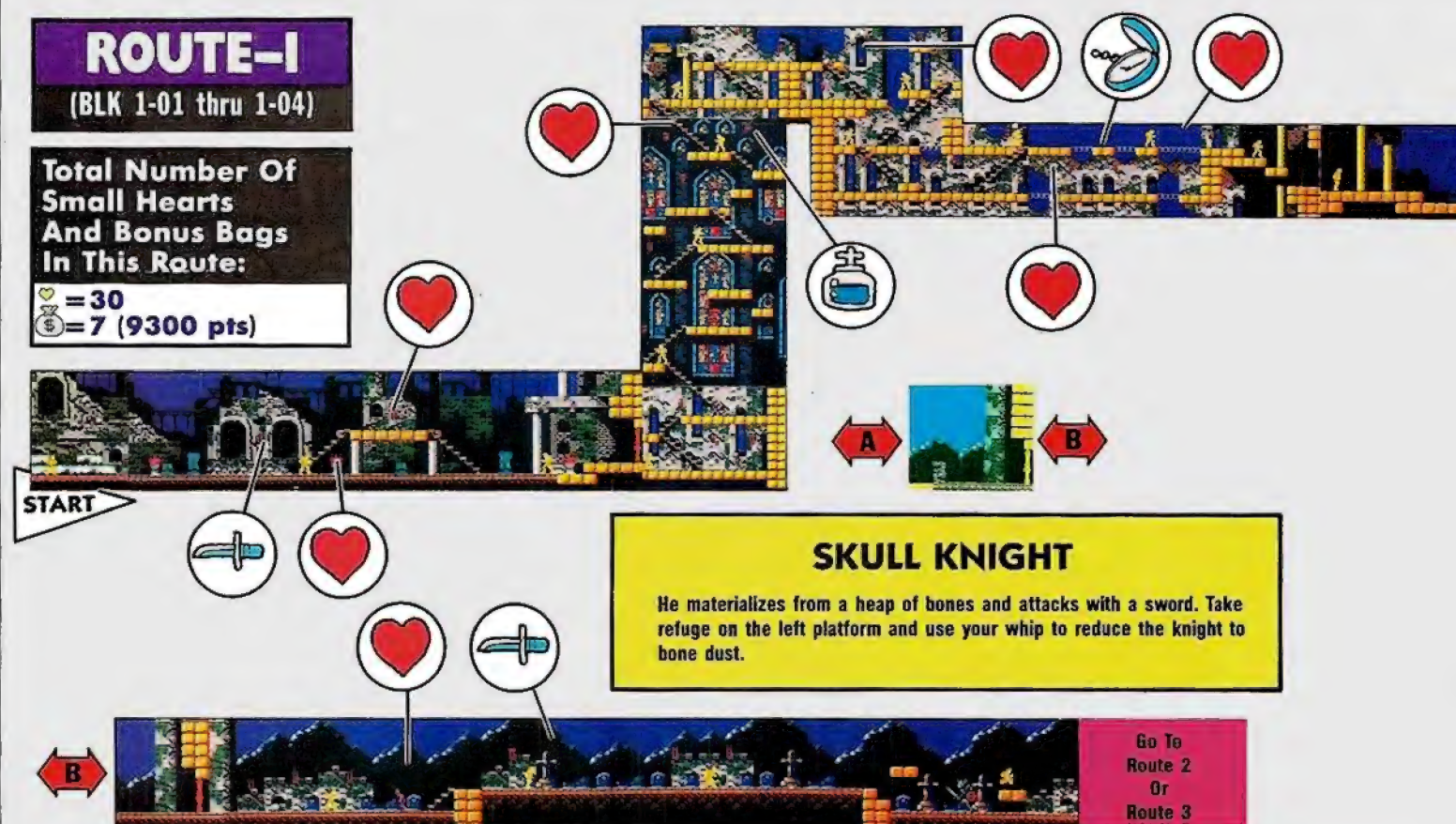
Long before the famous exploits of Simon Belmont, another fearless vampire hunter—Trevor Belmont—set out to rid the world of the dark menace known as Dracula!

ROUTE-1

(BLK 1-01 thru 1-04)

Total Number Of
Small Hearts
And Bonus Bags
In This Route:

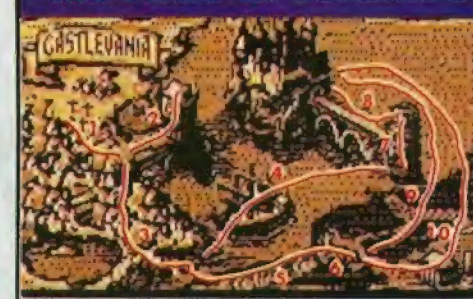
♥ = 30
💰 = 7 (9300 pts)



ITEMS

BONUS BAG	SMALL HEART	BIG HEART	DAGGER	BOOMERANG	SACRED WATER
AXE	POCKET WATCH	MEAT	DOUBLE SHOT	TRIPLE SHOT	ONE UP

The Paths Of Adventure

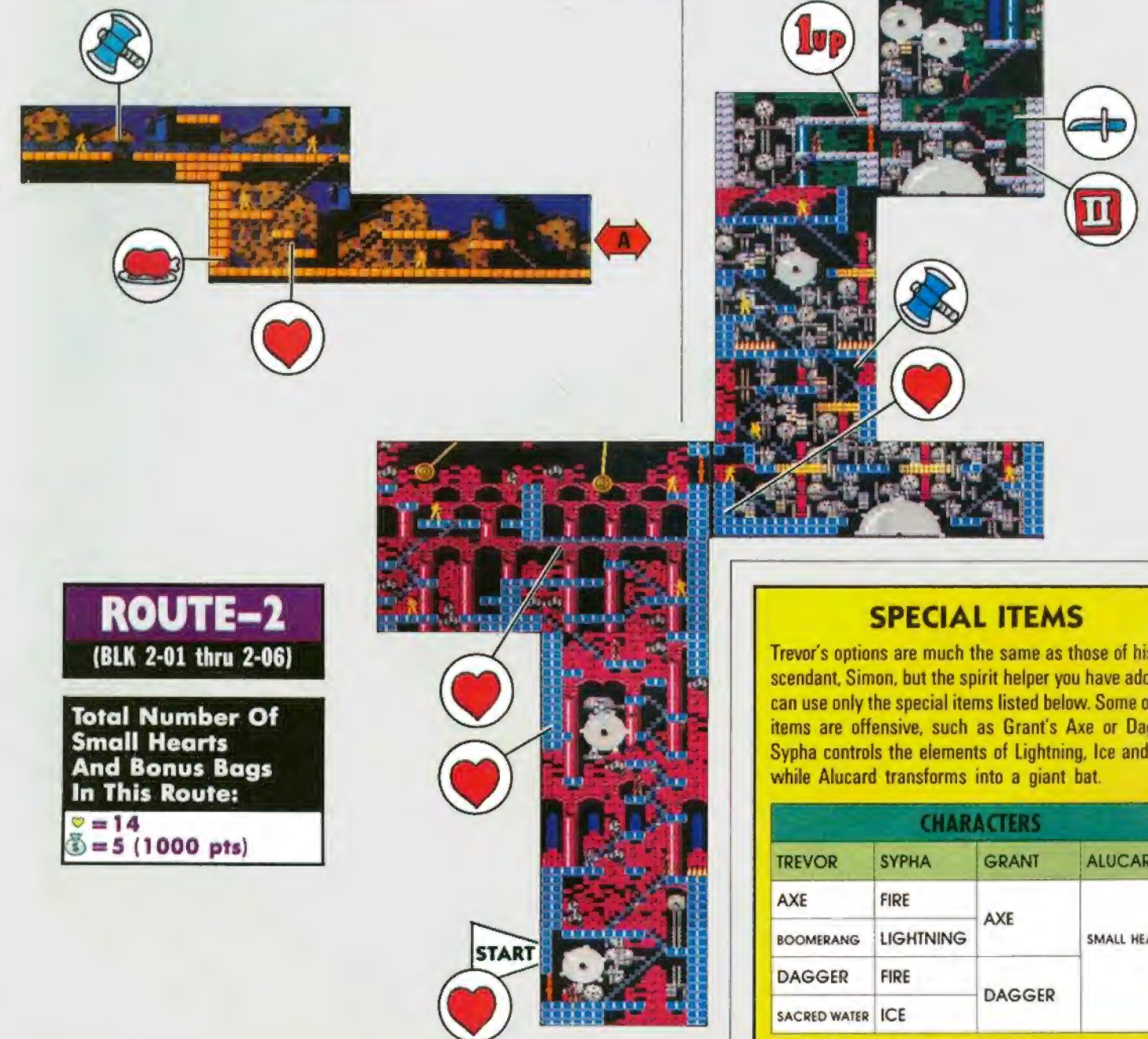


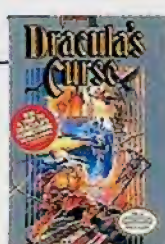
Difficulty 1	Take Routes 1, 2 Or 3, 4, 7, 8
Difficulty 2	Take Routes 1, 2 Or 3, 5, 9
Difficulty 3	Take Routes 1, 2 Or 3, 5, 6, 10

The Clock Tower is a dead end so you must begin your quest back at the turn-off to Route 3.

GRANT DANASTY

The ghostly pirate captain has special talents—climbing, quickness and jumping—that you will find useful in later stages.



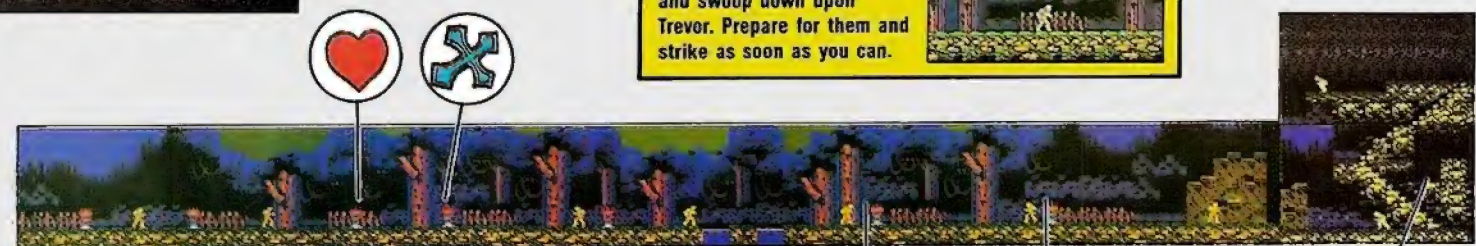


ROUTE-3

(BLK 3-01 thru 3-04)

A FOWL PLAY

Evil owls roost in the trees and swoop down upon Trevor. Prepare for them and strike as soon as you can.

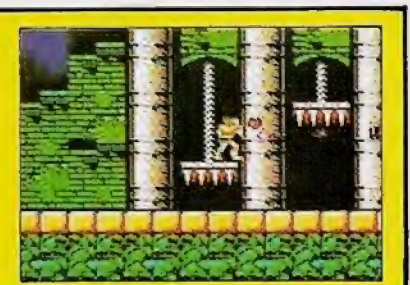


START

Total Number Of Small Hearts And Bonus Bags In This Route:
 ♥ = 22 💰 = 2 (400 pts.)

TAKE THE HIGH ROAD

The crushing platforms turn vampire hunters into applesauce, but you need not risk your neck here. Leap to the top of the platforms when they are close to the ground, then cross safely above the spikes. From here you can collect the items in the candles.



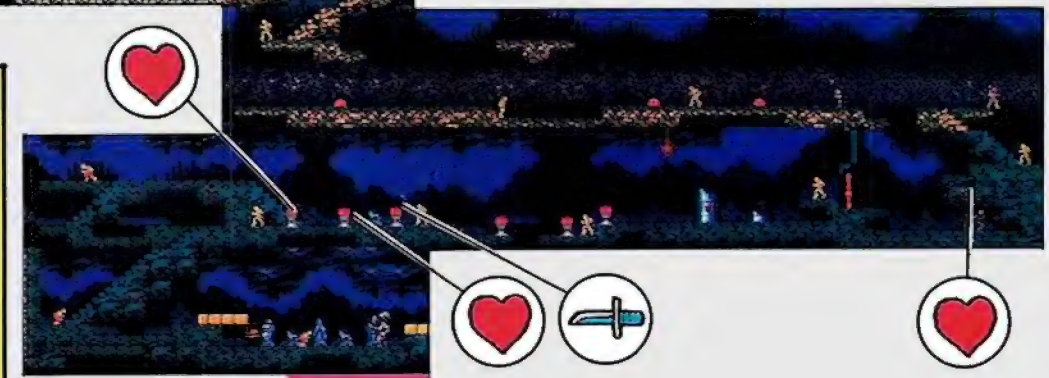
CYCLOPS

The Cyclops may be slow and stupid, but he packs a monstrous wallop with his mallet. Wait in safety on the block to the left and aim for his head when you get the chance.



SIMPLY SLIME

Your Whip is the most effective way to reduce these ectoplasmic slimeballs to harmless slimevapor.



Go To Route 4

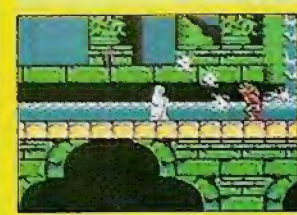
UNDEAD BUT FRIENDLY

GRANT DANASTY



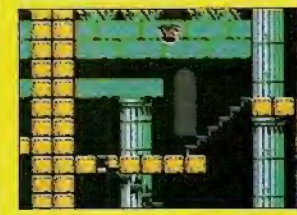
Grant's strength is in movement and agility. Only Grant can cross certain walls or obstacles.

SYPHA BELNADES



Sypha can't take much physical abuse, but his magic is strong. Pick up the Fire, Lightning spells and Ice spells.

ALUCARD

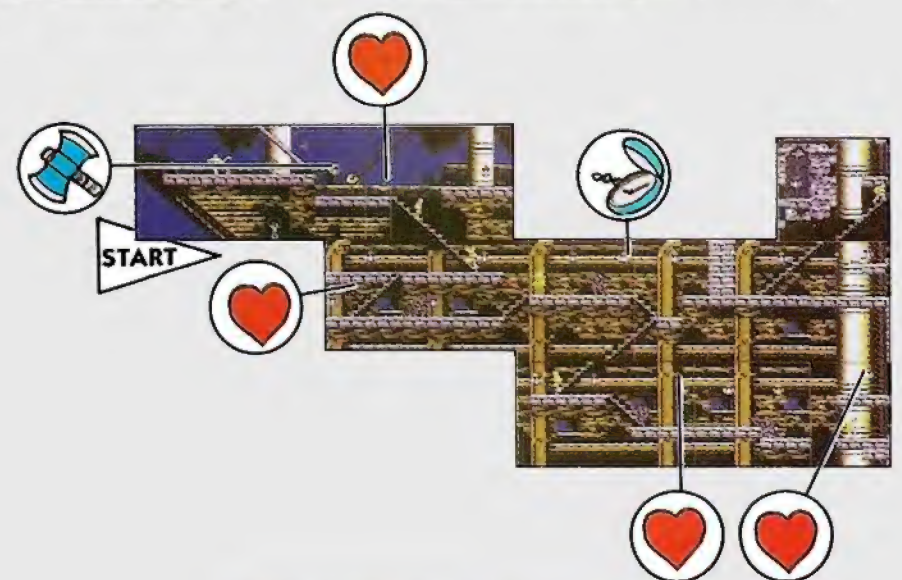


He may be a vampire, but Alucard is on your side. In bat form he can go anywhere.

ROUTE-4

(BLK 4-0A thru 4-0E)

Total Number Of Small Hearts And Bonus Bags In This Route:
 ♥ = 55 💰 = 8 (9600 pts.)

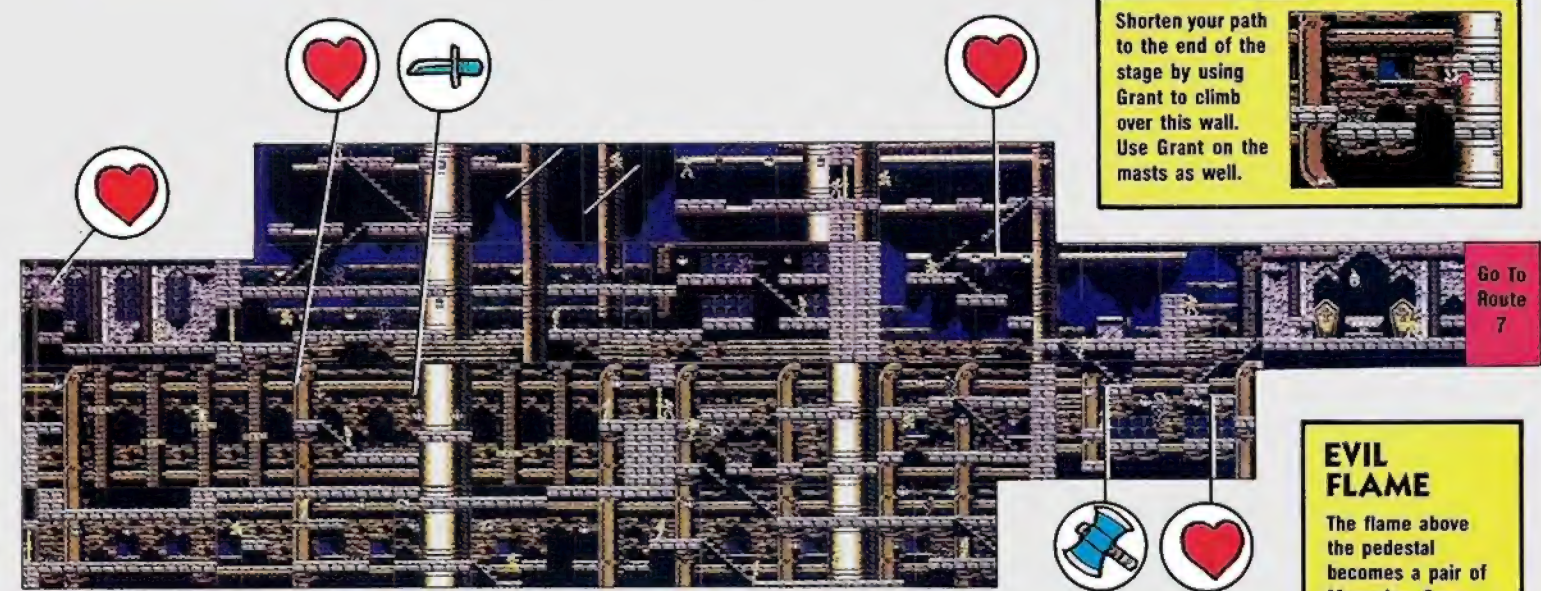


START

ROTTEN ROUTES



Wood rot has weakened some planks in the lower hold of the Pirate Ship. If you stand too long the block will crumble.



Shorten your path to the end of the stage by using Grant to climb over this wall. Use Grant on the masts as well.

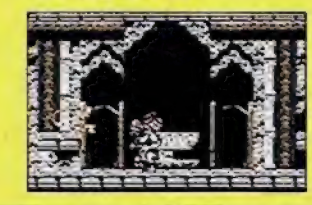
Go To Route 7

MUMMIES



Crouch behind the block to the left and whip the first Mummy, then cross the room to attack the second bandaged brute.

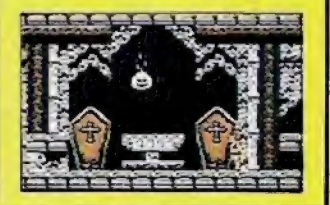
CYCLOPS

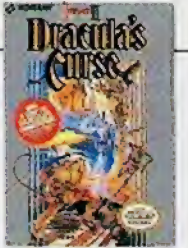


There's no safe spot from which to attack this monocular monster, but you can jump over his head from the platforms, then attack.

EVIL FLAME

The flame above the pedestal becomes a pair of Mummies. Once defeated, the flame turns into another Cyclops.





ROUTE-7
(BLK 5-0A thru 5-0C)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ = 20
\$ = 7 (1600 pts.)

FRANKENSTEIN
Mount your attack from the right platform. There you'll be safe from falling stones, but you'll still have to watch for the stones Frank throws. The Axe is the best weapon to use.

CLIMB OR DIE
As you mount the steps of Frankenstein's tower, Flying Gargoyles attack. They'll be easy to defeat on subsequent trips if you remember where the Gargoyles come from. Beyond the first section of the tower the screen automatically scrolls, which means you have to keep moving upwards or vanish off the bottom of the screen.

START

Go To Route 8

ROUTE-8
(BLK 6-0A thru 6-0D)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ = 20
\$ = 6 (1400 pts.)

START

CHARACTER TOUGHNESS

Trevor and his spirit helpers each have different strengths. As the game progresses, monsters will inflict more damage with each hit. In Dracula's Castle, depending on which character you are using, you will lose four or five Life Bars each time the enemy strikes you.

Level On Which Enemies Are Met	DAMAGE TO CHARACTERS			
	Trevor	Grant	Sypha	Alucard
ROUTE 1-3	2	3	—	—
ROUTE 4-13	3	4	4	3
ROUTE 14-16	4	5	5	4

UP THE CREEK
If you have Sypha as your spirit helper, use him in the river to freeze enemies. If you don't have Sypha, jump continuously so the current of the river doesn't slow you down.

WATER DRAGONS
Learn the pattern of when and where the two Water Dragons stick their long necks out, then aim for the backs of their heads.

Go To Route 13

SKULL KNIGHT KING

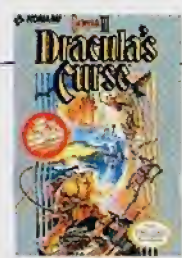
The Skull Knight King has a very effective defense—if you hit him, a bone flies out at you. The trick to beating him is that he's only vulnerable to your attack when one of his bones is flying about.

ROUTE-9
(BLK 5-07)

Total Number Of Small Hearts And Bonus Bags In This Route:
♥ = 7
\$ = 3 (600 pts.)

START

Go To Route 12



ROUTE-10

(BLK 6-01 thru 6-04)



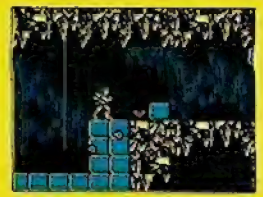
PREPARE FOR DANGER

In Block 6-02 you'll encounter Bats and Fishmen. They're not too difficult to defeat, but you must keep on your toes. The Boomerang is hidden in the candle above the lower platform and isn't easy to grab. Make sure you get it.



"MEAT" YOUR FATE

Just before you meet the next Bone Dragon you can find some Meat in the block shown. The problem is that the Meat will fall into the water unless you're standing half off the lower block. At the same time, the Bone Dragon is attacking! Better dunk the Dragon first, then take the Meat. Chances are you'll need it more after the battle.



Total Number Of Small Hearts And Bonus Bags In This Route:
 ♥ =48 💰 =15 (3300 pts.)

THE TEMPLE OF SARNATH

The Sunken Temple of Sarnath contains many secrets. Whip the block near the start to find a Big Heart. Defeat the Skeleton in front of the high wall by throwing Daggers from the right ledge. When you reach the wall, use Grant to climb over it and save time. Now get ready for the Bone Dragon King.



DRAGON BUSTING

If you took the Boomerang earlier, you can use it against the Bone Dragon now. Make sure you've collected lots of Hearts for the attack and watch out for the Dragon's fire-balls.



BONE DRAGON KING

The Bone Dragon King flies about, untethered like his royal brood whom you met earlier. You'll have to keep moving, dodging and jumping while hurling the Axe toward his head. You can tell when he's hit because a section flies off his tail. When he's down to about one third of his strength, he'll run away. Quickly follow him out of the flooding Temple.



GO FOR IT

Grant is useful here. Shortcuts and 1-Ups can be reached only by making use of his jumping and climbing skills.

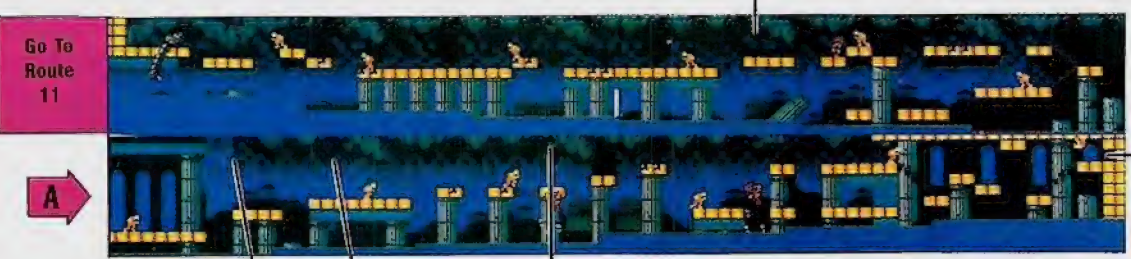


PRECARIOUS PATHS

Much of the world of Castlevania is ancient and crumbling. Throughout the different routes are blocks that turn to dust with the touch of a boot. If you have Grant, however, you can do some fancy climbing on the sides or bottoms of crumbling blocks and they won't crumble!



Go To Route 11



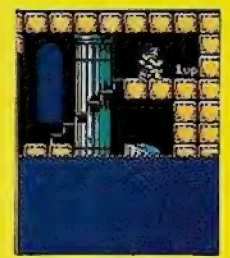
HIGH WATER

After the Bone Dragon King flees from your attack, the water level begins to rise. Time is short. Move as quickly as you can, but be careful on the jumps. Try to defeat the remaining enemies quickly by using the Whip, or just skip past them.



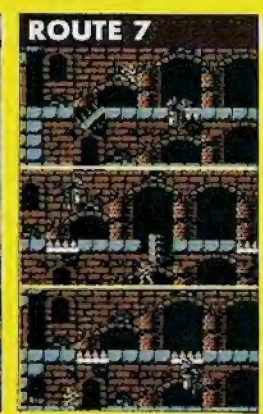
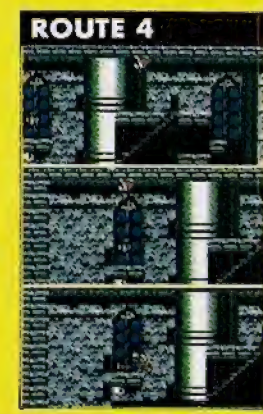
HIGH & DRY

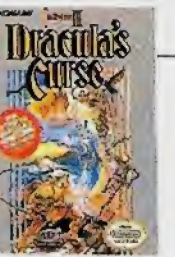
Grant can reach the 1-Up on this ledge, but you may not have time to get it. The water is surging and the Bone Dragon King is somewhere ahead.



DIFFICULT ITEMS

Throughout the game are items placed in positions that seem impossible to reach. Some of them can only be collected with the help of Grant or Alucard, but if you don't have these spirit helpers with you, such as at the beginning of the game, what can you do? Hang in there. After defeating Dracula once, you'll be able to start over again, only this time you'll have a helper beside you from the outset. Even if you have the correct spirit helper with you, some items, like the 1-Ups in Routes 4, 6 and 7 can be difficult to collect.





ROUTE-12

(BLK 7-01)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =41 💰 =6 (2100 pts.)

Mummy

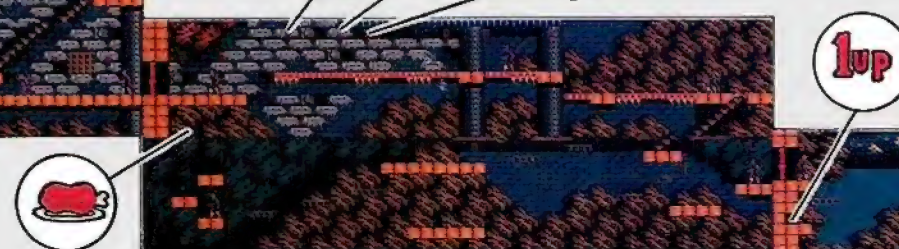
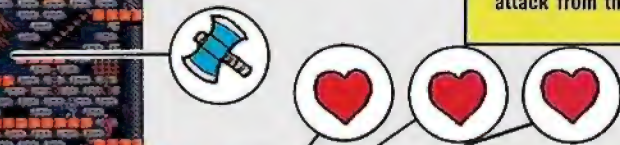
Once you've seen one Mummy you've seen them all. Use the Whip and get ready for worse enemies to follow.

Cyclops

The Cyclops is as dangerous as ever so you'll have to stay clear of his pounding attack.

Leviathan

The Leviathan is a giant Gargoyle with a predictable jumping pattern. Run under him on the third or highest jump and attack from the rear.



ROUTE-II

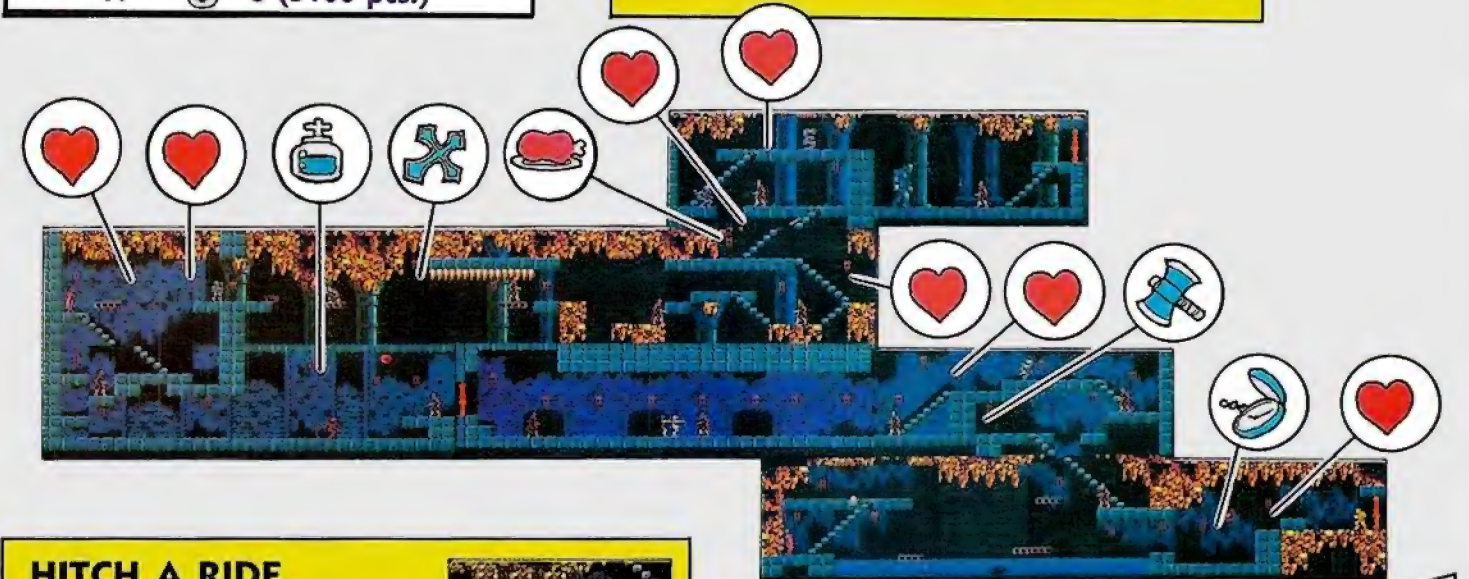
(BLK 6-01 thru 6-02)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =17 💰 =8 (5100 pts.)

FRANKENSTEIN

This new Frankenstein, Frankie II, is basically the same as your old pal from Route 7.



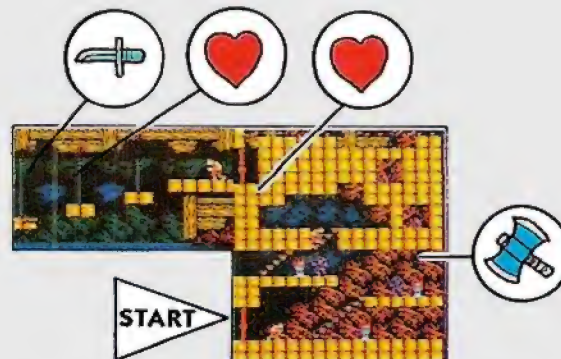
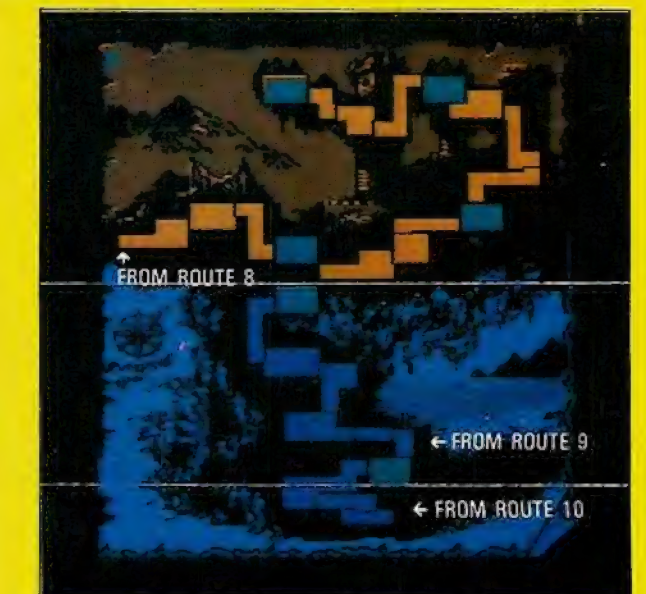
HITCH A RIDE

Here in the deepest dungeons of the castle you'll have to use moving platforms, jumping from one to the next to cross the perilous pools.

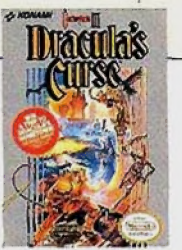


START

DRACULA'S CASTLE REVEALED!



START

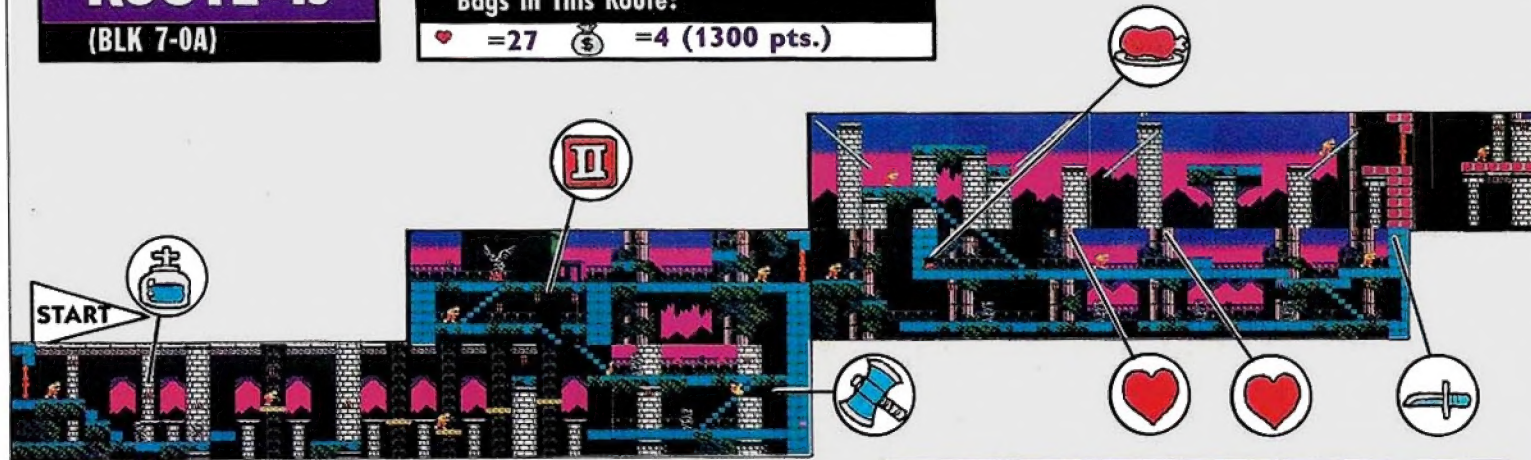


ROUTE-13

(BLK 7-0A)

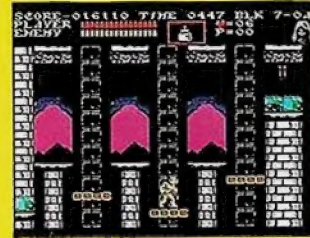
Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =27 💰 =4 (1300 pts.)



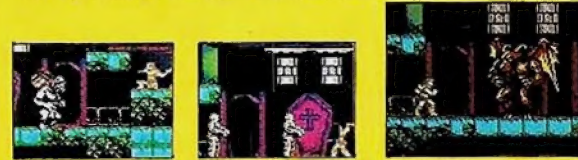
DROPPING OUT

To reach the end of this stage, you'll have to cross a series of platforms that move continuously downward into oblivion. It's not as easy as it sounds because each platform is at a different level. When you reach the solid blocks half way through the platforms, wait for the next platform while jumping out of the way of the Fuzz Buster.



TERRIBLE TRIO RETURN

Is this deja vu or what? Seems that Dracula has a thing for Mummies, Cyclopes and Leviathans. Maybe because they're such a pain to vampire hunters. Whatever the reason for their presence, you'll have to go through the drill once more. Just don't get smug and forget how dangerous these foes really are.

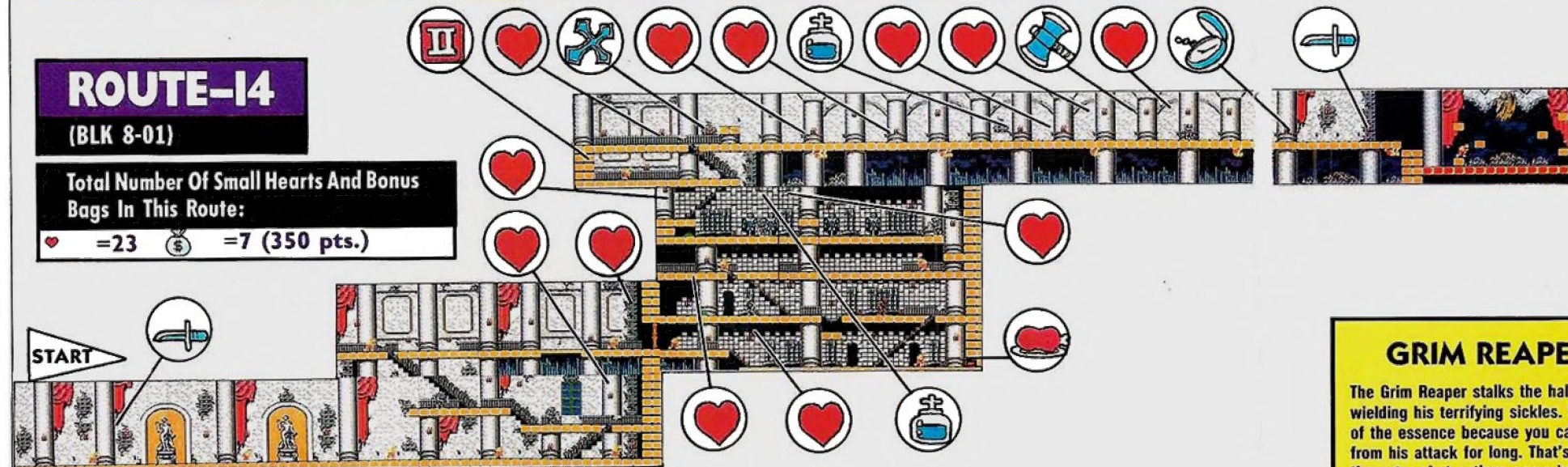


ROUTE-14

(BLK 8-01)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =23 💰 =7 (350 pts.)



HALLS OF HORROR

Here in these elaborate halls you'll have to take things easy. The floors may crumble away beneath you if you are in too much of a hurry. There are many things to find and gather here, including a Double Shot. When you reach the Knight, leap over him and move on rather than fight him and lose precious Life Bars.



GRIM REAPER

The Grim Reaper stalks the hall wielding his terrifying sickles. Speed is of the essence because you can't hide from his attack for long. That's where the extra shot options come in handy. Try to collect the Double Shot or Triple Shot for your encounter with this fiend and let him have it with the Boomerang.

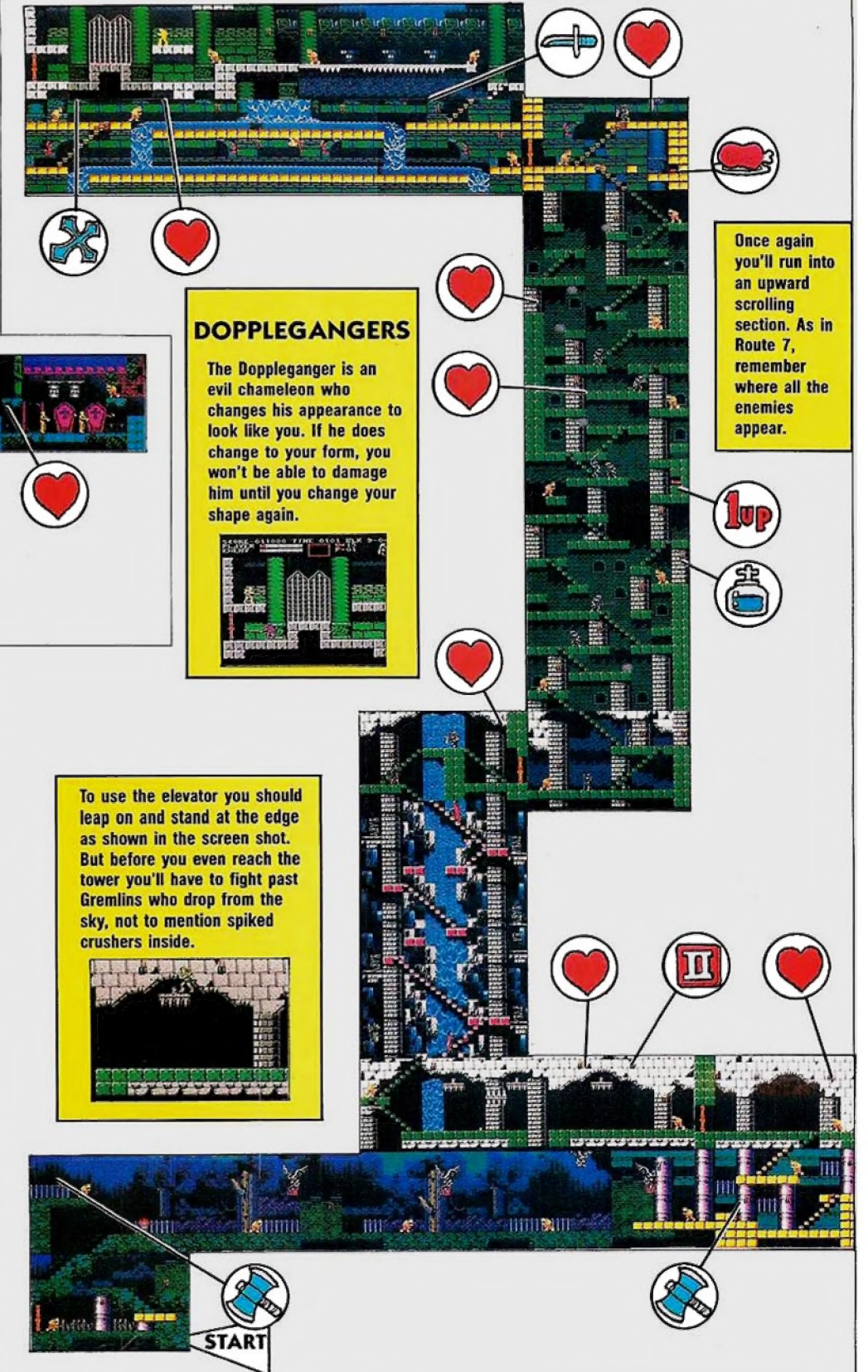


ROUTE-15

(BLK 9-01)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ =21 💰 =6 (3000 pts.)

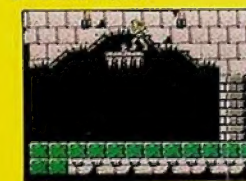


DOPPLEGANGERS

The Doppelganger is an evil chameleon who changes his appearance to look like you. If he does change to your form, you won't be able to damage him until you change your shape again.



To use the elevator you should leap on and stand at the edge as shown in the screen shot. But before you even reach the tower you'll have to fight past Gremlins who drop from the sky, not to mention spiked crushers inside.



Once again you'll run into an upward scrolling section. As in Route 7, remember where all the enemies appear.

1up

ROUTE-16

(BLK A-01)

Total Number Of Small Hearts And Bonus Bags In This Route:

♥ = 17

💰 = 0 (0 pts.)

When the two pendulums swing close together, leap from one to the other.



GEARING UP

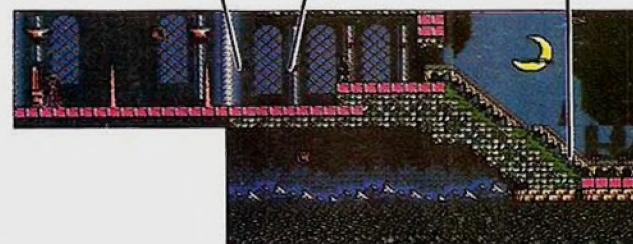
If you took the time to go through the Clock Tower, you'll know how to deal with these massive gears. You can stand on the teeth, but when the gears turn too far you'll fall off. You'll have to wait until the gear tooth on which you're standing is horizontal before you jump, or until you can see a large enough gap.



DRACULA AT LONG LAST!



The Prince of Darkness has many surprises, for instance, two fake Dracs who attack before the real thing.



MULTIPLE SHOTS

Most often you'll find the Double Shot and Triple Shot inside blocks that you whip, but you can also earn them anywhere along the way. By using a special weapon such as the Axe or Dagger to defeat 10 enemies in a row, you'll receive the Double Shot. The Triple Shot can be earned by defeating another 10 foes the same way, using the special weapon.



Don't switch to another character or change your special weapon if you are trying to earn a shot multiplier. If you do, the count of defeated enemies will start over again.

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